



Spring Challenge Reading competition

Procedures and guidelines



Competition Rules

1. The Senior High competition is for grades 10-12 or 9-12, depending on the school configuration.
2. Each team must provide at least one faculty member to accompany and supervise the team throughout the evening of the competition.
3. Teams are to be composed of eight (8) to fourteen (14) students. However, no more than twelve (12) students may participate during each round and the composition of the team may not change after each round has begun. Teams of mixed age, gender, and reading ability are encouraged.
4. Each team participates in three (3) rounds of twenty (20) questions per team.
5. Team scores are cumulative. Autographed copies of one of the titles on the reading list will be awarded to each member of the two highest scoring teams. The first team will receive hardback books and the second will receive paperback books.
6. Parents are invited to attend the competition as spectators. Spectators may not interfere in the questioning or scoring process.
7. If the host district is closed on the day of the competition due to inclement weather, the competition will not be held that evening. Participants should listen to radio announcements for school closings. In the event of inclement weather after the start of the school day, the Spring Challenge committee will determine if the competition is to be held. In this instance, confirmation of cancellation will be by telephone from committee members. If the competition is postponed, it will be held on the predetermined snow date.

Responsibilities of Student Participants

1. Students are reminded that they represent their respective schools in this event. Considerate and courteous behavior is expected from all participants.
2. Each team selects a team captain who is responsible for either reciting the answer or designating a specific team member, by name, to answer the question. The team captain collaborates with other team members before giving an answer.
3. No paper, pencils, food, drink, or books are permitted at the competition.

4. Classroom displays, contents of desks, computers, etc. should not be disturbed.
5. Students are not permitted to confer with opposing teams or the audience once the contest has begun.
6. Sometimes, in the midst of the competition, a moderator may make a decision that is controversial. However, the moderator's decision is final.
7. Students must remain in the contest room until the announcement to move is made.
8. At the conclusion of the third round, students assist the moderator and team leader in returning the contest room to its original condition.

Responsibilities of Team Leaders

1. Each team must be accompanied by a faculty member who is responsible for student behavior and discipline. This person may be the teacher who has acted as coach for the team.
2. Team leaders arrive at the competition with the team and supervise the participants before the competition begins.
3. Team leaders travel with the team from contest room to contest room, ensuring that the team follows the competition rules.
4. At the conclusion of each round, team leaders receive the team score card from the scorekeeper and deliver it to the scorekeeper in the subsequent round.
5. Team leaders hold participants in the contest room until the announcement to move to the next round is made.
6. At the conclusion of the third round, team leaders assist team members and moderators in returning the contest room to its original condition.
7. Team leaders remain with the team during the Awards Ceremony, assisting with noise control.
8. When the teams are made up of more than twelve (12) members, team leaders supervise the composition of the team, rotating students in and out of each round. No more than twelve (12) students may participate during each round, and the composition of the team may not change after each round has begun.

Instructions to the Moderators

1. The moderator is assigned to one contest room which he/she supervises for the entire competition, reading the questions, and judging the answers.
2. Each team must be accompanied by a faculty member.
3. The moderator is in charge of the questions and exercises control over the contest room and adjacent hallway.
4. He/she may confer with the scorekeeper in judging answers or enforcing contest rules.
5. Parents may not interfere in the questioning or scoring process.
6. Decisions of the moderator are final.
7. Before beginning each round, the moderator:
 - a. Verifies that the correct teams are present and that the scorekeeper is ready to begin
 - b. Counts the number of students on each team
 - c. Positions each team on separate sides of the contest room in a manner that facilitates conferring
 - d. Identifies the team captain and team leader and explains the questioning procedure
 - e. May flip a coin to determine which team will answer first
8. Twenty (20) questions are asked of each team. Each packet contains over 40 questions in case of errors. For example, if the moderator inadvertently reads the answer instead of the question, or if the bottom part of the question has been cut off, this question should be disregarded and replaced with one of the "extra" questions. Team members **may not** decide that a question is a problem or is in error. Also, moderators may practice with one or two questions per team before the beginning of the first round.
9. Moderators read each question twice and allow the teams to confer for no more than 20 seconds. Teams do not have to wait the full 20 seconds to answer. The moderator calls for the answer by saying, "Your answer please." The team captain either answers or identifies another student who will answer the question. If a student other than the captain blurts out an answer, the moderator says, "I must have the answer from the captain please," without any indication that the answer is right or wrong.

10. If the answer is correct, the moderator continues the questioning process by directing the next question to the second team.
11. If the first team fails to answer the question correctly, the opposing team may attempt to answer. **The question is not repeated and no additional time is permitted for conferring.** The team captain or his/her appointee responds.
12. Whether or not the second team answers correctly, the next question is directed to the second team.
13. After each question, the moderator verifies the answer by reading it from the quiz card.
14. Both teams are to confer quietly so as not to give the opposing team an advantage.
15. The moderator continues with the questioning process until forty (40) questions have been asked, twenty (20) to each team.
16. Teams are to remain in the contest room until the announcement to move to the next round is made. Team leaders may accompany small groups of students to the water fountain or rest rooms.
17. At the conclusion of round three, the moderator supervises the team members and team leaders in returning the contest room to its original condition.
18. Quiz cards contain questions with detailed answers and verification information. This information has been provided in order to assist the moderator who may not have read the book. Students do not have to give the answer exactly as it is stated on the quiz card. They may give any reasonable part of the answer or answer with synonymous terms as long as they have the correct concept of the question and answer. If an answer is close, but not satisfactory, the moderator may say, "Could you please be more specific?"
19. The moderator should not hesitate to confer with the scorekeeper when uncertainties arise.
20. If an uneven number of teams register, it is necessary to assign only one team to a room for a round. If this should happen, that team has a **bye round**. Following are special instructions to follow if only one team is present in a room for a round. **Moderators are asked to explain this procedure to the team.**
 - o The moderator will ask the team 20 questions. Obviously, the team will not have the opportunity to gain bonus points by answering questions that their opponents answered incorrectly. At the end of the twenty questions, the scorekeeper will tally the correct answers and record the score on the score card indicating that this is a bye round. Since

this team will undoubtedly finish early, the moderator may ask the team additional questions. **However, these extra questions cannot be counted toward the team's score.** These extra questions are for fun and practice only.

- o At the end of the third round, the team will have the choice of their score for the bye round or an average of their scores for the other two rounds. For example, assume a team scores 18 points in Round 1, 15 points in Round 2 (bye round), and 10 points in Round 3. They may choose either:
 - a. 18 (Round 1) + 15 (Bye round) + 10 (Round 3) = 43 pointsOR
 - b. $18 + 10$ (scores of Rounds 1 and 3) = $28 + 14$ (average of Rounds 1 and 3) instead of Bye round score = 42 total points

Instructions to the Scorekeepers

1. The scorekeeper is assigned to one contest room and assists the moderator in supervising for the entire competition. The scorekeeper is responsible for tabulating team scores during each round.
2. The scorekeeper may confer with the moderator in judging answers or enforcing contest rules. However, the decisions of the moderator are final.
3. If possible, the scorekeeper records the scores on the blackboard so that everyone can see the scoring throughout the rounds. Before the beginning of each round, the scorekeeper should draw a large template of the scoresheet on the blackboard. S/he records the correct and incorrect answers of each team at this location.
4. Before the beginning of each round, the scorekeeper may enlist the help of a spectator from the audience to copy the scoring from the blackboard to the paper scoresheet. The scorekeeper must verify that the copied scores agree with the scoring on the blackboard before signing the scoresheet, recording the scores on the team score cards, and erasing the numbers from the board template.
5. The team leader for each team carries the team score card from round to round. The scorekeeper collects this card from the team leader at the beginning of each round and returns it after recording the scores at the conclusion of rounds 1 and 2. At the conclusion of round 3, the scorekeeper records the scores, tallies the scores for all three rounds, and delivers the cards for both teams to the scorekeepers' table in the reception area.
6. Each packet of questions contains a scoresheet for the round. The scorekeeper records the team names and number of members for each team on the sheet and verifies which team will go first. This team is considered Team A and the opposing team is considered Team B.

7. The scoresheet is divided into columns for correct and incorrect answers for two teams. The questions are numbered down the center of the page with arrows that indicate which team is to have that question directed to them first. Correct answers are recorded by marking a "C" in the "Correct" column. Incorrect answers are recorded by marking an "X" in the "Incorrect" column.
8. If Question 1 is directed to Team A and is answered correctly, the scorekeeper marks a "C" in the "Correct" column for Team A, Question 1. No other marks are necessary. Question 2 is directed to Team B.
9. If Team B answers Question 2 incorrectly, the scorekeeper marks an "X" in the "Incorrect" column for Team B, Question 2. Team A has the opportunity to answer this question immediately. No additional time is given for conferring. If Team A answers correctly, the scorekeeper marks a "C" in the "Correct" column for Team A, Question 2. Question 3 is then directed to Team A.
10. After forty (40) questions have been asked, twenty (20) to each team, the scorekeeper tallies the number of "C's" recorded in each team's "Correct" column. This number is the team's score for the round and is recorded on the team's score card. Team scores are cumulative. Prizes are awarded to participants according to the total score of the three rounds.
11. At the end of each round, the scorekeeper verifies the scores on the scoresheet, records the score on each team's score card, and signs each document.
12. At the end of Rounds 1 and 2, the scorekeeper returns the question packet and score sheet to the scorekeeper's table and collects the question packet for the next round.
13. At the conclusion of Round 3, the scorekeeper returns the question packet, score sheet, and the two team's score cards to the scorekeepers' table.
14. If an uneven number of teams register, it is necessary to assign only one team to a room for a round. If this should happen, that team has a Bye Round. Following are special instructions to follow if this occurs. Moderators are asked to explain this procedure to the team.

1
SPRING CHALLENGE READING COMPETITION
SCORE SHEET

ROUND 1 2 3 Day _____

Team Name _____ District _____ Team Name _____ District _____

Moderator _____ Scorekeeper _____

<u>TEAM A</u>		<u>TEAM B</u>	
Correct	Incorrect	Correct	Incorrect
		← 1 A	2 → B
		← 2 A	3 → B
		← 3 A	4 → B
		← 4 A	5 → B
		← 5 A	6 → B
		← 6 A	7 → B
		← 7 A	8 → B
		← 8 A	9 → B
		← 9 A	10 → B
		← 10 A	11 → B
		← 11 A	12 → B
		← 12 A	13 → B
		← 13 A	14 → B
		← 14 A	15 → B
		← 15 A	16 → B
		← 16 A	17 → B
		← 17 A	18 → B
		← 18 A	19 → B
		← 19 A	20 → B
		← 20 A	21 → B
		← 21 A	22 → B
		← 22 A	23 → B
		← 23 A	24 → B
		← 24 A	25 → B
		← 25 A	26 → B
		← 26 A	27 → B
		← 27 A	28 → B
		← 28 A	29 → B
		← 29 A	30 → B
		← 30 A	31 → B
		← 31 A	32 → B
		← 32 A	33 → B
		← 33 A	34 → B
		← 34 A	35 → B
		← 35 A	36 → B
		← 36 A	37 → B
		← 37 A	38 → B
		← 38 A	39 → B
		← 39 A	40 → B
		← 40 A	41 → B
TOTAL	CORRECT	TOTAL	CORRECT

- The moderator will **ask the team 20 questions**. Obviously, the team will not have the opportunity to gain bonus points by answering questions that their opponents answered incorrectly. At the end of the twenty questions, the scorekeeper will tally the correct answers and record the score on the score card indicating that this is a Bye Round. Since this team will undoubtedly finish early, the moderator may ask the team additional questions. **However, these extra questions cannot be counted toward the team's score.** These extra questions are for fun and practice only.

- At the end of the third round, the team will have the choice of their score for the Bye Round or an average of their scores for the other two rounds. For example, assume a team scores 18 points in Round 1, 15 points in Round 2 (Bye Round), and 10 points in Round 3. They may choose either:
 1. 18 (Round 2) + 15 (Bye Round) + 10 (Round 3) = 43 total points

OR

 2. $18 + 10$ (scores of Rounds 1 and 3) = $28 + 14$ (1/2 of 28), the average of Rounds 1 and 3 instead of Bye Round score, = 42 total points.