

# *Academic Competition Handbook*

2019-20 School Year



**Chester County  
Intermediate Unit**  
*An Educational Service Agency*

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# **CHESTER COUNTY ACADEMIC COMPETITION**

Now in its 36th year, the Chester County Academic Competition provides an opportunity for students from 24 high schools to compete in a “college-bowl” format where students answer a wide variety of challenging questions from various of categories including literature, math, science, American and world history, geography and contemporary events.

All teams will compete in the semi-final matches, seeded based upon their performance in the 2019-20 season. The three teams winning from the semifinal matches will then compete in the championship match. The Chester County champion will represent the Chester County Intermediate Unit in the Pennsylvania Academic Competition which will take place on the floors of the Pennsylvania House of Representatives and the Senate in Harrisburg, PA.

Every attempt is made to ensure the fairness and accuracy of each competition; however, competitions are unpredictable. As such, any determination made by academic competition staff will be final.

## **MISSION STATEMENT**

It is the mission of Chester County Academic Competition to promote lifelong learning, celebrate academic achievement and enhance self-confidence as members of a team by providing healthy yet challenging opportunities for high school students to develop both academic, social and personal skills.

<b>SCHOOL</b>	<b>ADVISOR</b>	<b>PRINCIPAL</b>	<b>SUPERINTENDENT</b>
Avon Grove CS	Michael Mostello Lauren Daniel	Blase Maitland	Kristen Bishop
Avon Grove HS	Lakshmi Vaddi	Scott DeShong	Dr. Christopher Marchese
Bayard Rustin HS	Amy Chessock John Blankenhagen	Dr. Michael A. Marano	Dr. James Scanlon
Bishop Shanahan HS	David McQuiston Mary Jane Ansley Lisa Rossana	Michael McArdle	Sr. Maureen McDermott IHM
Coatesville Sr. HS	Kenneth Jones Robert Knecht	Michele Snyder	Dr. Richard F. Dunlap Jr.
Collegium CS	Shannon Duffy	Dr. Patricia O'Brien	Dr. Toni Rath
Conestoga HS	Michael Cruz	Dr. Amy Meisinger	Dr. Richard Gusick
Devon Prep. School	Jack Duffy Peter Haas	Mark Aquilante	Rev. Francisco Aisa
Downingtown East HS	Darryl McCauley Alyssa Read	Paul Hurley, III	Dr. Emilie Lonardi
Downingtown West HS	Daniel Soler	Kurt Barker	Dr. Emilie Lonardi
Downingtown STEM Academy	Kristen Pugliese Stephen DiRomualdo	Art Campbell	Dr. Emilie Lonardi
Great Valley HS	Bernard McCauley	Dr. Heidi Capetola	Dr. Regina C. Speaker Palubinsky
Henderson HS	Steve Sobieck Bruce Kozak	Dr. Jason P. Sherlock	Dr. James Scanlon
Kennett HS	Robert P. Socash	Dr. Jeremy Hritz	Dr. Barry Tomasetti
Malvern Prep. School	Jason Sammartino	Ron Algeo	Fr. Reilly
Octorara Area HS	Dale McCarthy	Dr. Scott Rohrer	Dr. Michele Orner
Owen J. Roberts HS	Ryan Wallace	Dr. Kenneth Napaver	Dr. Susan T. Lloyd
Oxford Area HS	Scott Wooddell	Jamie Canaday	David Woods
PA Leadership CS University Scholars	Albert Sommar Lisa Gustafson	Dr. Chris Hardin	Dr. James Hanak
Phoenixville Area HS	Eric Sprengle	Dr. Craig Parkinson	Dr. Alan D. Fegley
Renaissance Academy Charter	Christian Klemp	Michelle Boyd	Gina Guarino- Buli
Technical College HS	Deborah Capotrio Larry Golonka Heather Mulford	Dr. Frank McKnight Mr. Ron Wilson Mr. Joseph Fullerton	Dr. Kirk Willard
Unionville HS	Kevin Long	James Conley	Dr. John Sanville
West Chester East HS	Nathan Schlamb Dr. Brent Jones	Dr. Kevin Fagan	Dr. James Scanlon

CHESTER COUNTY ACADEMIC COMPETITION

Chester County Intermediate Unit

455 Boot Road

Downingtown, PA 19335

**PROPOSED SCHEDULE OF MATCHES**

ROUND 1	MATCH	SITE	TIME
October 8	Henderson - Dtown East - Collegium	Dtown East	9:30 AM
October 10	PALCS - WC Rustin - Phoenixville	PALCS	9:30 AM
October 17	Dtown W - Octorara - TCHS	Dtown West	9:30 AM
October 23	Unionville - WC East - Devon Prep	Devon Prep	9:30 AM
October 24	Kennett - Bishop Shanahan - Malvern Prep	Kennett	9:30 AM
October 28	STEM - Avon Grove - Oxford	CCIU	9:30 AM
October 29	Great Valley - Coatesville - OJR	Great Valley	9:45 AM
October 30	Conestoga - AG Charter - Renaissance	Conestoga	9:30 AM

**ROUND 2**

November 6	WC Henderson - STEM - Dtown West	Henderson	9:30 AM
November 7	Dtown East - PALCS - Avon Grove	Avon Grove	9:30 AM
November 12	Collegium - Phoenixville - TCHS	Collegium	9:45 AM
November 13	WC Rustin - Oxford - Octorara	Oxford	9:30 AM
November 14	Unionville - Great Valley - Conestoga	Unionville	9:30 AM
November 18	WC East - Kennett - Coatesville	Coatesville	9:30 AM
November 20	Bishop Shanahan - OJR - Avon Grove Charter	OJR	9:30 AM
November 21	Devon Prep - Malvern Prep - Renaissance	Renaissance	9:30 AM

**ROUND 3**

December 3	WC Henderson - PACLS - Octorara	Octorara	9:30 AM
December 4	STEM - WC Rustin - Collegium	WC Rustin	9:30 AM
December 10	Dtown W - Avon Grove - Phoenixville	Phoenixville	9:30 AM
December 12	Conestoga - Coatesville - Malvern Prep	Malvern Prep	9:30 AM
December 13	Dtown East - Oxford - TCHS	CCIU	9:30 AM
December 17	Unionville - Kennett - AG Charter	AG Charter	9:30 AM
December 18	Great Valley - Bishop Shanahan - Devon Prep	Bishop Shanahan	9:00 AM
December 20	WC East - OJR- Renaissance	WC East	9:30 AM

**ROUND 4**

January 10	Conestoga - WC East - Bishop Shanahan	CCIU	9:30 AM
	Coatesville - AG Charter - Devon Prep		
January 13	WC Henderson - Oxford - Phoenixville	CCIU	9:30 AM
	STEM - PALCS - TCHS		
January 24	Great Valley - Kennett - Renaissance	CCIU	9:30 AM
January 27	Unionville - OJR - Malvern Prep	CCIU	9:30 AM
January 29	Dtown West - Dtown East - WC Rustin	CCIU	9:30 AM
	Avon Grove - Octorara - Collegium		

**Snow Dates:** January 17, 31, February 3, 7

**Semi-Finals:** Varsity: Feb. 24. Junior Varsity: March 4. Snow Dates: Feb. 26 (V) March 9 (JV)

**Finals:** Wednesday, March 25. Snow Date: Tuesday, March 31

**Pennsylvania Academic Competition:** Friday, April 24

# COMPETITION GUIDELINES

The following general guidelines apply to the Chester County Academic Competition for the 2019-20 season only. **Some rules are based on the NAQT Correctness Guidelines. Review all rules in detail prior to competition.**

## Varsity Matches

### A. General Information

1. Table positions will be assigned by lottery at the beginning of each match.
2. Host schools are responsible for providing the following:
  - a. Four (4) tables on stage (3 for teams; 1 for score board)
  - b. Four (4) chairs behind each team table
  - c. One (1) microphone on each table
  - d. One (1) table and four (4) chairs for competition staff off stage
  - e. One (1) podium with a microphone off stage
3. There will be no penalty for questions answered incorrectly.
4. If a team cannot participate in or host a match on a scheduled day, it is the team Advisor's responsibility to reschedule the match to the satisfaction of all parties involved.
5. In the event of school closings or delays, if any of the schools involved in a scheduled match are closed or have a delayed opening, the match is postponed to a subsequent date. The Advisor for the closing school must call the other Advisors and the CCIU academic competition coordinator to confirm the closing or delay. If all three schools are closed, the host Advisor will make the calls. The Advisor responsible for making these calls is also responsible for rescheduling the match.
6. Students must dress appropriately for competitions without any distracting or inappropriate clothing or accessories. The student's ability to participate based upon dress is at the judge's discretion.
7. All cell phones must be turned off and not permitted on-stage during game play to avoid disruption during the competition.
8. The cumulative scores from the current year's four preliminary matches will determine the seeding position during the semifinals competition.
9. After round 1, teams whose scores place them in positions 9, 10 and 11 will compete to determine the ninth place team that will advance to round 2.
10. The championship competition will take place between the winners of each of the three competitions in round 2 of the semifinals.
11. For the 2019-20 season, teams will be seeded based upon their cumulative scores in the previous year's preliminary matches. The matches will include a mix of teams from varying performance levels. The 2019-20 season will be seeded as follows:

<b>Round 1</b>	<b>Round 2</b>	<b>Round 3</b>	<b>Round 4</b>
1.8.20	1.4.5	1.9.17	2.15.22
9.13.21	8.9.12	4.13.20	3.10.23
4.12.16	13.16.17	5.12.21	6.7.14
5.17.24	20.21.24	8.16.24	11.18.19
2.7.19	2.3.6	2.10.18	1.16.21
10.14.22	7.10.11	3.14.19	4.9.24
3.11.15	14.15.18	6.11.22	5.8.13
6.18.23	19.22.23	7.15.23	12.17.20

## **B. Tournament Officials**

1. The academic competition coordinator will be responsible for the day-to-day operation of the competition.
2. The academic competition judge(s) will be responsible for the decisions made during matches, including disputes regarding correctness of answers, incorrect scoring, time-keeping, etc. All decisions made by the academic competition judge(s) are final.
3. The term academic competition judge includes the coordinator's designated agents or committees.
4. Each match will have a quizmaster. The quizmaster will read the questions, enforce time limits, determine the correctness of answers, award points and otherwise enforce the rules of competition.
5. Each match will have a scorekeeper and timekeeper (may be combined when necessary).

## **C. Equipment**

1. Matches should be played with a "buzzer," electronic equipment which determines which player signals first. Therefore, if the system fails to work, the match will be rescheduled and resume from the point where play originally stopped.
2. In the absence of a completely functioning buzzer system, the academic competition judge will be the final judge of which player signaled first. These determinations are not protestable.
3. Each player is responsible for monitoring whether his or her own buzzer is operating properly throughout a match. If a buzzer malfunctions, only the current question or the just completed question can be replayed, subject to the judge's ruling that the malfunction affected play of that question.
4. Timed matches should use a clock clearly visible to all teams.

## **D. Participants**

1. All participants are responsible individuals and will be treated as such. Players and schools are responsible for any liability arising from their conduct while at the competition, or while traveling to or from such events.
2. Each competing team may bring as many students as desired, however, all students need not compete. Four students compete in each round. A minimum of six different students from each school must compete in every varsity match including the semifinal and championship matches. The advisors are required to submit a list of their six team members playing in each match to the coordinator prior to the start of the match. If it is

determined that a team has not adhered to this rule, the team will forfeit the highest points earned in a round for that match.

3. All participants must currently be enrolled in a Chester County school in grades 9-12.

4. If a team does not attend a scheduled match and the other participants have not been notified prior to leaving their schools, the match will be forfeited and the non-compliant team will receive no points. The remaining two teams will receive the average of the points they earned in the preliminary matches from October through January.

5. Substitutions may only be made between rounds.

6. No player may play for two different teams from his/her own school. A student may play in a junior varsity match and then move to varsity. However, once a student has played on his/her school's varsity team, he/she may not return to junior varsity play for the remainder of the season. Also, no player may play for two different schools' teams. Although this may seem obvious, a situation may arise in which a school district with more than one high school, and therefore more than one team, may need an emergency substitution in a regular or a final match for one of its high school teams.

7. An Advisor is a person who acts in a recognized advisory role to a particular team. An Advisor may not be a player for any team in the competition. A team can have an unlimited number of advisors or no Advisor, but only one may be designated the official Advisor prior to each match. The person who is to be the designated official must be announced to the academic competition coordinator prior to each match.

8. It is the responsibility of the designated Advisor to ensure that all members of his/her school's team fully understand the competition's rules and code of conduct.

9. Students are not permitted to bring anything to the contestant tables, i.e. pens, pencils, paper, cell phones, communications devices, etc. Students who bring these items to the contestant tables risk being disqualified from the competition and having their team forfeit the match. All needed items will be provided.

10. Being a part of this league is a commitment. If a team must reschedule a match or cannot participate in a match and did not give a substantial amount of notice to the academic competition coordinator, that team will not only forfeit said match, but will be removed from the tournament all together.

## **E. Questions**

Categories and questions formats are subject to change, depending upon availability.

1. Questions will be generated from the following areas:

- Literature / Fine Arts / Grammar
- American History / Geography / Economics
- Contemporary Events
- World History / Geography
- Science
- Mathematics
- Potpourri (any subject)

During competitions and throughout the handbook, these categories may be referred to by the names listed



below. This does not exclude the other categories listed above and is used only as an abbreviation for the categories above.

- Literature
- American History
- Contemporary Events
- World History
- Science
- Math
- Potpourri

2. All questions are worth 5 points.

3. Great effort will be made to ensure the consistency of questions asked from round-to-round.

4. If a question(s) must be replaced, the academic competition judges and/or coordinator can replace said question(s) with any question(s) they deem suitable. If an NAQT question(s) must be replaced, the academic judges and/or coordinator can also replace said question(s) with any question(s) they deem suitable due to the limited NAQT question(s) available.

5. NAQT questions are not challengeable.

**The sequence of questions in the Varsity toss-ups will be:**

- Math
- World History
- Literature
- American History
- Science
- Potpourri
- Contemporary Events
- World History
- Literature
- American History
- Science
- Potpourri

**The sequence of questions for the Varsity fanfare will be:**

- Contemporary Events
- World History
- Literature
- American History
- Science
- Potpourri

**The sequence of questions for the Junior Varsity toss-up will be:**

- Math
- World History

- Literature
- American History
- Science
- World History
- World History
- Literature
- American History
- Science
- Potpourri
- Contemporary Events

**The sequence of questions for the Junior Varsity fanfare will be:**

- World History
- Literature
- American History
- Science
- Potpourri
- Contemporary Events

**F. Time**

1. A match consists of three (3) rounds. Each round consists of a toss-up section and a fanfare section.
2. When the clock sounds the end of time, the question will end, except:
  - a. If a player has buzzed in before the end of the clock buzzer, the player will be permitted to answer the question within three (3) seconds.
  - b. During fanfare, if the quizmaster has begun reading the question, the team will be permitted to hear the entire question and will be given three (3) seconds to give an answer.
3. When a player buzzes in, the clock will stop until an answer is given in order to avoid taking away time from teams that are still in gameplay. If the answer given is incorrect, the clock will restart until another team buzzes in, when the clock will start again.

**G. Toss-ups**

1. A Toss-up section contains 12 questions.
2. All teams have 15 seconds to buzz in after the question has been completed.
3. Team members may not engage in verbal or nonverbal conferral once their team has buzzed in.
4. If the answer given is incorrect, the remaining teams have whatever time is remaining on the clock to buzz in.
5. An answer to a toss-up question must begin within three (3) seconds after the team has been recognized. An answer begun after the academic quizmaster and/or competition judge has said "Time" will be treated as no answer.

6. A player may signal to answer a toss-up question at any point after the quizmaster has begun reading the question.
7. When a player has buzzed in, the quizmaster will recognize the team by name. A player is not to answer a question until his/her team has been recognized by the quizmaster. If the player interrupts the quizmaster as he is recognizing the team, the answer will be counted as incorrect and the remaining teams will have the opportunity to buzz in and answer.
8. If a player buzzes in before the quizmaster has finished reading the question, the quizmaster will stop at that point. If the answer given is incorrect, the quizmaster will begin re-reading the question from the point at which the quizmaster was interrupted. The remaining teams may buzz in to answer the question.
9. If a player who was not the first to signal gives an answer:
  - a. The quizmaster will ignore the answer, and will recognize the player on another team who actually is the first to signal. In the event the player answers the question incorrectly, only the one remaining team that has not yet answered will still have the opportunity to buzz in and answer the question.
  - b. If the player who answers is a teammate of the first player to signal, the quizmaster will treat the response as an incorrect answer from that team.
  - c. If a player answers because the quizmaster incorrectly identified who signaled first, the question will be replaced, and no points will be awarded regardless if the question was answered correctly or incorrectly.
10. Academic competition judges can stop the clock at their own discretion to determine if an answer is correct or incorrect in order to avoid taking away time.

## **H. Fanfare**

1. A fanfare consists of six (6) questions that are asked and answered by all three teams with the use of white boards. All teams have 15 seconds to write down their answers on the given white board. When the question is completed, the moderator will call on each team to show and state their answers. The team(s) with the correct answers are awarded 5 points.
2. The time clock does not start counting down from 15 seconds until the questions are completely read.
3. The designated team captain will be required to give the answer(s), but may defer to a teammate by saying "defer" to give the answer. If another team member responds without the captain's deferral, the response will not be accepted until the captain has given the answer. No other player may defer.
4. Teams may "pass" on any question; however, they will **not** be given an opportunity to answer "passed" questions after time has expired.

## **I. Correct Answers (see Prompting for further details)**

1. The quizmaster will accept only the first answer given by a player.
2. The following are generally acceptable for persons, unless the question indicates otherwise: last names for

real persons, nicknames that are nearly universally (For example, “Babe” Ruth may be accepted while the “Home Run King” might not), pseudonyms, birth names, unmarried or married names, and regnal names. If a last name is not acceptable outright, it will at least be promptable. If a full name is given voluntarily, it must be completely correct.

3. In rare cases, an otherwise acceptable (or promptable) answer may be ruled incorrect when it creates ambiguity with another plausible answer (e.g., even though first and last names are almost always sufficient, **John Adams** would not be acceptable--or promptable--for **John Quincy Adams**, as it creates confusion with the full name of his presidential father).

4. Players will be prompted if they give part of a compound last name (e.g., saying **Webber** for **Andrew Lloyd Webber**).

5. First names of real people are rarely acceptable or promptable, except where they coincide with regnal names. Among the exceptions to this rule are figures like Galileo, Raphael, and Dante who lived in eras when the use of surnames was less well established.

6. Acceptable answers for fictional characters depend on the way in which they are referred to in the book and related scholarship. It is common for just the first name or the last name of a character to be acceptable. Occasionally, identifying phrases (e.g. **Tess of the d’Urbervilles**) may also be acceptable. A person’s first name alone will only be accepted when it is sufficient information to indicate specifically which person to whom the student is referring. For example, in Shakespeare’s *Romeo and Juliet*, giving the answer “Juliet” would be sufficient, as there is only one Juliet in the play. The answer “Juliet Capulet” would also be accepted.

7. United States presidents’ last names will be accepted unless the last name is not sufficient to distinguish the president. In that case, the moderator will prompt. The first name and/or middle name, or initial must then be used in a manner that makes clear to which president the student is referring. In keeping with the first answer rule, the order of the name must be first name followed by middle, if applicable, then last name. The only nicknames that will be accepted are commonly accepted first name nicknames such as “Bill Clinton”, “Teddy Roosevelt”, and “Abe Lincoln”. Nicknames such as “Honest Abe” and “Dubya” will not be accepted. Initials such as “F.D.R.” and “J.F.K.” will not be accepted. The correctness of an answer is at the discretion of the judge.

8. First names of kings and queens will be accepted only with their corresponding number or their most commonly known name (i.e. Catherine the Great). For example, “Queen Elizabeth I” will be accepted as a correct answer; “Queen Elizabeth” will not. If they do not have a number (such as King John), we will accept title and name without the number.

9. Extraneous information preceding a response is disregarded (e.g., “What is a wombat?” or “They’re all Californians”) unless the quizmaster and/or academic competition judge determines that the extraneous information was given in an unsportsmanlike attempt to delay the game, in which case the response is treated as incorrect. Harmless or inadvertent embellishment of responses will not be penalized, so long as the embellishment does not make the response wrong.

10. Dates must be exact (e.g. the year **71** will not be accepted if the answer is **1971**). Years given will be assumed to be AD/CE unless otherwise modified. However, if the question explicitly or implicitly indicates that only a particular century, decade, or other limited interval is under consideration, abbreviated dates will be interpreted in that context.

11. When expressing a mathematical or chemical formula, the students must use “quantity” or “open and closed

parenthesis” as necessary. For the mathematical formula  $(x + y)^2 = x^2 + 2xy + y^2$ , only “the quantity x plus y squared is x squared plus two xy plus y squared” OR “Open parenthesis x plus y close parenthesis squared is x squared plus two xy plus y squared” would be accepted. An example of an acceptable chemical formula answer that includes parenthesis would be: “Q: Give the chemical formula for Ammonium Phosphate. A: The quantity N, H, 4 taken three times, P, O, 4.” Another acceptable answer would be “Open parenthesis, N, H, 4, closed parenthesis, 3, P, O, 4.”

12. Titles of works must be exact, except that leading articles may be omitted. All words other than leading articles must be correct (e.g., **Bridge of San Luis Rey** is acceptable, but **Bridge over San Luis Rey** is not.) Rarely will subtitles or working titles be accepted for the published title.

- a. If an incorrect leading article is used, the response is incorrect (e.g., **A Bridge of San Luis Rey** is not acceptable.)
- b. Insertion of a leading article before a title where none exists will not invalidate an answer (e.g., **The San Francisco Chronicle** for **San Francisco Chronicle**), so long as no other ambiguity is introduced (e.g., **Invisible Man** by H. G. Wells is acceptable; **The Invisible Man** by Ralph Waldo Ellison is not.)
- c. Commonly used titles may be accepted if the actual title is long and cumbersome (e.g., **Wealth of Nations** in lieu of **Inquiry into the Nature and Causes of the Wealth of Nations**).
- d. Players are not prompted if they give a partial title (e.g., saying **San Luis Rey** for **The Bridge of San Luis Rey**); partial titles do not count as “accurate and precise knowledge” except in the cases listed above (or when directed by specific notes on the question).

13. Common acronyms and abbreviations for organizations are generally acceptable.

14. Acronyms and abbreviations for other answers may or may not be acceptable, depending on how widespread their use is and possible ambiguity. If commonly used, they will usually at least be promptable.

15. Postal abbreviations are not acceptable for the names of states.

16. Neither chemical symbols nor atomic numbers are generally acceptable for the names of elements.

17. Answers relying on highly specialized knowledge, such as the ISO 3166 codes for countries, are not generally acceptable despite their international use and uniqueness.

18. Common names, formulas, and IUPAC names are generally acceptable for chemical compounds, but in some cases one or more may be ambiguous and require resolution.

19. Answers that are religious figures or concepts belonging to more than one tradition may generally be given in the corresponding form of any of the traditions unless the question is specifically about differences or similarities among the various traditions. For instance, **Ibrahim** is generally acceptable for **Abraham**. It would not be acceptable, however, if the question were specifically asking for Biblical equivalents of given Qur’anic figures.

20. Questions that refer to “Greek myth” or include unambiguous references to Greek mythological characters generally require that the Greek forms of names be given as answers (e.g. **Poseidon** rather than **Neptune**). Similarly, questions that specifically mention “Roman myth” or include unambiguous references

to Roman mythological characters generally require that the Roman forms of names be given as answers. The names of corresponding figures from other mythological traditions will not generally be prompted.

21. Both common and official English names are always acceptable for modern-day countries and other political entities. Foreign-language names for countries and other political entities are generally not acceptable unless specifically requested by the question. Historical questions may require the contemporary names of political entities and may or may not specify prompting on other names depending on the nuances of the question. Historical names of countries, cities, and other political entities are generally not acceptable if the question does not involve the time period in which they were in use.

22. Fractional answers must be given in lowest terms, unless otherwise specified in the question. They may, however, be in improper form.

23. Questions which ask for a physical quantity will specify the units of the answer in the question; answers given without units will be assumed to be in the units specific in the question, even if that part of the question had not been read when the answer was given. Physically equivalent answers given in different units are acceptable so long as, in the moderator's judgment, the answer was not given with the intention of delaying of the game.

24. Titles and names in the original language of the answer are generally acceptable unless specifically disallowed by the question. English titles under which translations have been published will also be accepted (e.g., for the Camus work, **L'Etranger** is acceptable, as is **The Stranger** or **The Outsider**—the original British translation—but **Der Fremde** is not, as the work was not originally written in German.) Potential translations of foreign-language titles into English that have not been used for published editions of the work are generally not acceptable.

25. If a question asks to identify an answer from a list, the player must give an exact or very similar answer to the form included in the list (e.g., saying **Mississippi** instead of **Mississippi River** is acceptable, **but the second thing you read** or **the one that started with F** are not).

26. Pronunciations and spelling do not have to be exact. A plausible or phonetic pronunciation is usually acceptable, unless it demonstrates a fundamental lack of understanding about the correct answer (e.g., **Malcolm the Tenth** is not acceptable for **Malcolm X**). As a general rule, while leeway may be given to vowel sounds, consonants should be in the correct order (e.g., **Olduvai** is not the same as **Olvudai**), and syllables should not be added or omitted.

27. It is not the case, however, that “vowels do not matter.” Correctly pronounced answers are always acceptable. Plausible pronunciations of answers according to standard English phonetics are acceptable, so long as they do not create ambiguity. Plausible pronunciations of answers according to other languages may or may not be acceptable depending on the exact context. For instance, **mee-jee**, **mye-jye**, and **may-ih-jee** would all be acceptable for **Meiji**. **Moo-joo** or **may-jay** would be incorrect. The intent of this rule is to avoid penalizing players for learning by reading without an opportunity to hear words pronounced correctly.

28. A player may be prompted to spell a phonetically close response. In such cases, the exact spelling is not always required (e.g., a player says **muh-NAY** and is prompted. A response of **M-A-N-A-Y** would be sufficient to remove ambiguity with **Monet**.)

29. The academic competition team will strive to avoid ambiguity with regards to questions referencing Britain, the United Kingdom, and countries therein.

- a. If the question is looking for a specific country (i.e. England, Scotland, Wales, Northern Ireland), we will not accept Great Britain, Britain, British Isles or the United Kingdom (UK). The United Kingdom was established in 1707, so we will not accept the United Kingdom as an answer for any question of an event preceding 1707.
- b. If the answer is the United Kingdom, we will not accept England, Scotland, Wales or Northern Ireland. We will accept Britain or Great Britain depending on the context.
- c. When referring to ethnicity, a person from the United Kingdom may be referred to as “British,” as well as their specific country of origin.

30. If the quizmaster inadvertently reveals the answer to a question after a team has given an incorrect answer, but before the other teams have had a chance to answer, the quizmaster will read a replacement toss-up question for the remaining teams only. If none of the teams have had a chance to answer, the toss-up will be replaced with a new question.

31. If the quizmaster, the academic competition judge or any official member of the academic competition staff believes he or she has heard the answer to the question called out from the audience, the question will be replaced.

32. Only the answer on the quizmaster’s card will be accepted as the correct answer, whether or not it is correct, and whether or not a team can “prove” that it is incorrect. However, the academic competition judge may rule to accept an answer even if it is not on the card, if he/she determines the answer was correct and was the answer which the question sought.

### **J. Prompting (see Correct Answers for more information)**

1. A moderator may prompt for a clarified response if a player gives an answer that could be interpreted as compatible with the clues that have been read, but which is ambiguous. In such cases the moderator will prompt by saying something like “more information, please” (e.g., a player says Bush, and the answer sought is **George H. W. Bush**).

2. Prompting for a clarified response is governed by these rules:

- a. Unless otherwise noted by the question, the moderator will not state what type of information is sought by the prompt (e.g., it would be inappropriate for the moderator to say “I need a first name.”)
- b. A moderator will only prompt once.
- c. A player who has been prompted on a tossup question has an additional 2 seconds to provide a revised response.

### **K. Appeals During Preliminary Matches**

1. Mistakes happen no matter how hard everyone tries. Take a deep breath and treat the academic competition staff and the opposing teams calmly. We all want a perfect tournament, and will do our best to correct errors with your cooperation.

2. All decisions by the academic competition judge will be final. As in all team competition, unsportsmanlike



conduct **will not be tolerated** and may result in ejection from the match, forfeiture of the game, or both.

3. During matches, **only** the academic competition judge is to be approached by the **Advisor** between rounds to report a perceived error.

- a. During preliminary matches, each team will be granted **one appeal during a match**.
- b. Advisors must complete the given appeal form within the two-minute time period between matches.
- c. Advisors may request that the academic competition judge and staff reference the internet to check the validity of an answer. Only materials that the academic competition judge and staff find on the internet will be considered for the appeal. Only sites approved by the academic competition judge and staff will be utilized during the appeals process.
- d. Each appeal will be considered for no longer than two minutes. If the appealed information cannot be found by the academic competition judge and staff using the approved sites in two minutes time, the appeal will be denied.
- e. Appeals will only be considered between rounds. Appeals for a given round must be made prior to the next rounds start. All third-round appeals must be made within 2 minutes of the end of the round. Once the match has concluded, teams' final scores will not be altered regardless of the correctness of an answer.
- f. If the judge rules in favor of the team that made the appeal, that team will still have the ability to appeal again in the current match. Only a denied appeal will count as the team's one appeal.

4. Points awarded to a team for answering a question may be removed if it is determined during that match that the question was answered incorrectly. If it is determined that the question was answered incorrectly, a new question may be substituted and only the team(s) that did not buzz in to answer the question will have the opportunity to buzz in and answer the substituted question. Errors must be brought to the attention of the judge between rounds of a given match.

5. It is difficult to foresee every circumstance that may arise during competition. In the event a situation arises that is not covered in these guidelines, the academic competition judge will use their discretion to resolve the situation. The academic competition judge's decision is final.

#### **L. Appeals During the Semifinal and Championship Matches**

1. Mistakes happen no matter how hard everyone tries. Take a deep breath and treat the academic competition staff and the opposing teams calmly. We all want a perfect tournament, and will do our best to correct errors with your cooperation.

2. A panel of nonparticipating Advisors, the academic competition judge, and competitions staff will hear appeals during the semifinal and championship matches. The decision of the official academic competition judge is final.

3. Appeals during the semifinal and championship matches may be lodged only by the official Advisor at the end of the round. All appeals for the previous round must be lodged prior to the start of the next round. The only protest that may be lodged while the clock is running is that the quizmaster accepted a toss-up answer from a



player other than the one who has signaled.

4. During each of the semifinal and final matches, **only** the academic competition judge is to be approached by the **Advisor** between rounds to report a perceived error.

- a. Each team will be granted **two appeals during a match**.
- b. Advisors must complete the given appeal form within the two-minute time period between matches
- c. Advisors may request that the academic competition judge and staff reference the internet to check the validity of an answer. Only materials that the academic competition judge and staff find on the internet will be considered for the appeal. Only sites approved by the academic competition judge and staff will be utilized during the appeals process.
- d. Each appeal will be considered for no longer than two minutes. If the appealed information cannot be found by the academic competition judge and staff using the approved sites in two minutes time, the appeal will be denied.
- e. Appeals will only be considered between rounds. Appeals for a given round must be made prior to the next round's start. All appeals must be made within two minutes of the end of the round. Once the match has concluded, teams' final scores will not be altered regardless of the correctness of an answer.
- f. If the judge rules in favor of the team that made the appeal, that team will still have the ability to appeal again in the current match. Only a denied appeal will count against the team's two appeals.

5. No appeals will be adjudicated unless it could change the outcome of the match.

6. The official academic competition judge may resolve an appeal with or without the appeals committee. When the academic competition judge gives a decision, it is final.

7. If an appeal is not upheld, Advisor and team members are expected to accept the academic competition judge's decision graciously. As in all team competition, unsportsmanlike conduct will not be tolerated and may result in ejection from the match, forfeiture of the game, or both.

#### **M. Tie Cumulative Scores for the Preliminary Matches**

1. Tie scores at the end of the preliminary matches which will affect the placement in the semifinals will be dealt with as follows:

- a. First tie-breaker: If the teams that are tied have played head-to-head in a preliminary match, then the team that scored the highest in that preliminary match will advance in ranking.
- b. If the teams did not play each other during the preliminary matches, or the teams were tied during their head-to-head competition, position in the semifinals will be determined by the previous year's preliminary round score. The team with the higher score in the previous year's preliminary competitions will take the lower-numbered spot (i.e. If spot 6 and 7 are tied, the team who had the most points in the previous year's preliminary round will be in spot.

## N. Varsity Semifinal and Championship Matches

1. All varsity teams will participate in the semifinals tournament.
2. The cumulative scores from the current year's four preliminary matches will determine the seeding position during the semifinals competition. The semifinals will be seeded as follows:

<b>Round 1</b>	<b>9th place playoff</b>	<b>Round 2</b>
1.16.24	9.10.11	3.4.7
2.15.23		1.6.9
3.14.22		2.5.8
4.13.21		
5.12.20		
6.11.19		
7.10.18		
8.9.17		

3. The ninth-place team advancing to round 2 will be determined by a competition between teams whose round 1 scores place them in positions 9, 10 and 11 after round 1.
4. Teams that advance to round 2 of the semifinals will be placed into brackets based upon their seeding in the preliminary matches. Tied scores in round 1 matches will be broken prior to round 2 using the tie-breaker procedures.
5. The championship match will be held at the Technical College High School Brandywine Campus or at one of the top 3 finalist schools during the evening.
6. Each participating school may enter eight (8) varsity team members. The students listed on the registration form are the only eligible participants. If a student becomes ill or is unable to participate at the last minute, a substitution may be made prior to the match. The Advisor is responsible for notifying the academic competition coordinator prior to the beginning of the semifinal and championship match.
7. In the event of a tied score at the end of a semi-final or final match that would impact the selection of a final champion, the competition will proceed as follows:
  - a. **First tie-breaker "Toss-Up"**  
A special tie-breaker toss-up round of 5 questions will be immediately held for the tied teams. At the end of the round, the quizmaster will announce "Thank you. This concludes our match. The judges will announce the winners momentarily." Any appeals will be considered using the standard competition guidelines for appeals. The team with the highest score at the conclusion of the tie-breaker round will win the match.
  - b. **Second tie-breaker "Sudden Death"**  
If a tie still exists at the end of the first tie-breaker, a sudden death tie-breaker competition will begin. Both teams will be asked the same question; whoever is the first team to buzz in with the correct answer is declared the winner. If they do not answer the question correctly, then the other team has a chance to answer. If both teams do not give the correct answer, then the Quizmaster will ask continue to ask questions until one of the teams answers correctly.

8. The winner of each semifinal match in round 2 of the semifinals will compete in the championship match. The teams will be seeded as follows:

Match 1: 1 - 6 - 9

Match 2: 2 - 5 - 8

Match 3: 3 - 4 - 7

9. The championship team will represent Chester County in the Pennsylvania State Academic Competition which will be held in the Pennsylvania State Capital, Harrisburg, PA.

## **O. Junior Varsity Matches**

1. During the preliminary matches, a junior varsity match will be held immediately following each varsity match between the same three (3) schools who have just participated. All schools are required to participate. Junior varsity teams will not be seeded.

2. Students who have not participated in a varsity match are eligible to compete. Once a student competes in a varsity match, he/she becomes ineligible for junior varsity competition for the remainder of the season.

3. Rules for the junior varsity matches are the same as in varsity competition with the following exception:

- a. As some schools do not have an excess of students participating in academic competition, the JV teams are not required to have six (6) different students in each match.
- b. The Quizmaster will provide one recognition rule warning to each junior varsity team during the first half of the season. Students must wait to be recognized by the quizmaster after they have buzzed in. This rule does not apply to the second half of the season.

4. Each participating school may enter eight (8) junior varsity team members in the semifinals and championship matches. The students listed on the registration form are the only eligible participants. If a student becomes ill or is unable to participate at the last minute, a substitution may be made prior to the match. The advisor is responsible for notifying the academic competition coordinator prior to the beginning of the championship match.

5. Questions will be generated from the following areas:

- Literature / Fine Arts / Grammar
- American History / Geography / Economics
- Potpourri (any subject)
- Contemporary Events
- Science
- Math
- World History / Geography

During competitions and throughout the handbook, these categories may be referred to by the names listed below. This does not exclude the other categories listed above and is used only as an abbreviation for the categories above.

- Literature
- American History

- World History
- Contemporary Events
- Science
- Math
- Potpourri

**6. The sequence of questions for the toss-up will be:**

- Math
- World History
- Literature
- American History
- Science
- World History
- World History
- Literature
- American History
- Science
- Potpourri
- Contemporary Events

**The sequence of questions for the fanfare will be:**

- World History
- Literature
- American History
- Science
- Potpourri
- Contemporary Events

7. The junior varsity semifinal tournament will be held at the Chester County Intermediate Unit, during the school day. All junior varsity teams will participate in the semifinals tournament.

8. The same tie-breaker scenario used for the varsity competition will apply to JV.

## **CODE OF ETHICS**

**It is the responsibility of the advisor to ensure the members of their team are aware of and adhere to the code of ethics.**

1. Good sportsmanship is required.
2. Use of profanity, temper tantrums, and other unsportsmanlike behavior will be considered grounds for removal from the match.
3. Students exhibiting unsportsmanlike behavior may be removed from the game with or without prior warning.
  - a. No mid-round substitution will be allowed if a student has been removed for unsportsmanlike

behavior.

- b. Teams will continue to play with the remaining three players until normal substitution time.
- c. The player that has been removed from the game may not re-enter the round of which he/she was removed and must also sit out the following round.
- d. Depending upon the severity of the student's behavior, he/she may be suspended for more than one match or for the entire season.

4. Advisors are expected to serve as role models for their students. Therefore, advisors exhibiting unsportsmanlike behavior may be removed from the room with or without prior warning. The advisor that has been removed from the competition room may not re-enter the room for the remainder of the match from which he/she was removed.

5. The school districts will be held responsible for the actions and behavior of the students and advisors representing their school. Misbehavior, vandalism and unsportsmanlike behavior will not be tolerated and will be the responsibility of their school district.

6. At the discretion of the academic competition judge, a spectator may be removed from the competition room.

7. Further violations of the above rules will result in the team's forfeiture of the remaining rounds of that match.

8. All players, advisors, institutional representatives and other persons associated with a team are bound by an honor code to behave responsibly and ethically. This includes, but is not limited to: treating all other participants and staff with courtesy, not receiving or giving impermissible assistance, not creating the temptation for another to cheat, not taking excessive time to answer a question in an attempt to prevent others from answering, abiding by all decisions of the academic competition judge and the tournament staff, not colluding with another person to "fix" a match result, not intentionally "throwing" a match, honestly reporting details of game situations to tournament officials, and promptly reporting violations of the honor code to a tournament staff member.

9. Violation of any game rule can be construed as unsportsmanlike conduct and may result in the advisor, player, or spectator being removed from the room for the remainder of the match, and/or forfeiture of the match.

10. Students are not permitted to address the judges during matches. If a student(s) feels there is an error in a question during a match, the student(s) are encouraged to address said issue to their Advisor. Only advisors are permitted to approach judges after each round.

## AWARDS

### Varsity

**All Chesco Teams:** A plaque will be given to one team member from each school at the recommendation of their Advisor on the basis of their performance during competitions and teamwork.

**Championship Team:** A first-place plaque will be given for permanent display in their school.

The Championship Revolving Trophy will be displayed in the winning school for one year and returned for the championship match the following year.

The school of the championship team will receive a \$2,000 scholarship to be presented at graduation to a recipient of their choosing.

**2nd Place Team:** A second-place plaque will be given for permanent display in their school.

The school will receive a \$1,000 scholarship to be presented at graduation to a recipient of their choosing.

**3rd Place Team:** A third-place plaque will be given for permanent display in their school.

The school will receive a \$500 scholarship to be presented at graduation to a recipient of their choosing.

**Finalists:** The six (6) remaining teams who competed in round 2 of the varsity semifinals will receive a “Finalist” plaque for permanent display in their school.

## Junior Varsity

A plaque will be awarded to the first-place team.

## PREVIOUS CHAMPIONS

1985	Downingtown Sr. High School	2003	W.C. East High School
1986	Conestoga Sr. High School	2004	Conestoga High School
1987	Unionville High School	2005	Conestoga High School
1988	Conestoga Sr. High School	2006	W.C. East High School
1989	Kennett High School	2007	Unionville High School
1990	Conestoga Sr. High School	2008	Conestoga High School
1991	Conestoga Sr. High School	2009	Devon Preparatory School
1992	Conestoga Sr. High School	2010	W.C. Rustin High School
1993	W.C. Henderson High School	2011	W.C. Henderson High School
1994	Downingtown Sr. High School	2012	Devon Preparatory School
1995	W.C. East High School	2013	Conestoga High School
1996	W.C. East High School	2014	Downingtown East High School
1997	W.C. East High School	2015	W.C. East High School
1998	Conestoga Sr. High School	2016	W.C. Henderson High School
1999	W.C. East High School	2017	Great Valley High School
2000	W.C. East High School	2018	Great Valley High School
2001	Downingtown Sr. High School	2019	Great Valley High School
2002	Downingtown Sr. High School		

## COMPETITOR OF THE YEAR HONOREES

1988 Michael Maccaroni (Kennett HS)	2005 Timothy Creighton (Octorara HS)
1989 Aaron Martin (Kennett HS)	2006 Adam Shellenbarger (W.C. East HS)
1990 Todd Woodward (Oxford HS)	2007 David Jacobson (Downingtown East)
1991 George Ballas (Conestoga HS)	2008 Amy Chessock (W.C. Rustin HS)
1992 David Kurtz (Coatesville HS)	2009 Mark Rafferty (Devon Prep)
1993 Sharmista Patnaik (Unionville HS)	2010 Ethan Marshall (W.C. Rustin HS)
1994 Thatcher Gearhart (W.C. Henderson HS)	2011 Ben Herman (W.C. Henderson)
1995 Robin Skulrak (Coatesville HS)	2012 Meg Boeni (Unionville HS)
1996 Matthew Hofer (Downingtown HS)	Chris Panetta (W.C. Rustin HS)
1997 Brette McSweeney (Conestoga HS)	2013 Michael Bennett (Conestoga HS)
1998 Christopher Hoess (Kennett HS)	2014 Joshua Mensah (Coatesville HS)
1999 Stephen Lu (W.C. Hendersion HS)	2015 Tyler Mebane (Avon Grove HS)
2000 Edd Bertrando, Jr. (Avon Grove HS)	2016 Alyssa Greenstein (Collegium Charter)
2001 Katie Lu (W.C. Hendersion HS)	2017 Ben Codd (Downingtown West)
2002 Jordan Miller (Downingtown HS)	2018 Sam Scarfone (Great Valley HS)
2003 Jeremy Weagley (Octorara HS)	2019 Sarah Guan (W.C. East HS)
2004 Seth Fanaroff (Downingtown East HS)	

## COACH OF THE YEAR HONOREES

1987 Dennis Simmons (Octorara HS)	1997 Richard Gusick (Conestoga HS)
1988 Edward Warda (Owen J. Roberts HS)	1998 Joanne Kiwak (Coatesville HS)
1989 Anne Carroll (Kennett HS)	1999 Judith Milne (Great Valley HS)
1990 Bettina DeMicco (Downingtown HS)	2000 Richard Gusick (Conestoga HS)
1991 Benjamin Chappell (W.C. East HS)	2001 Karen Mapes (Downingtown HS)
1992 Joanne Kiwak (Coatesville HS)	2002 Richard Muller (W.C. Henderson HS)
1993 Mary Golin (Conestoga HS)	2003 Neil Chippendale (Octorara HS)
1994 Richard Muller (W.C. Henderson HS)	2004 Paul Sanborn (Devon Prep School)
1995 Ruth Ann Bryant (Avon Grove HS)	2005 William Anderson (Unionville HS)
1996 Carley Dillon (Kennett HS)	2006 Tracy Heim (W.C. East HS)

- |  |  |
|--|--|
| 2007 Robert Pierce (Downingtown East HS) | 2014 Ron McColl (Phoenixville HS)          |
| 2008 Susan Phan (Downingtown East HS)    | 2015 Darryl McCauley (Downingtown East HS) |
| 2009 John Bradley (Oxford HS)            | 2016 Bernard McCauley (Great Valley HS)    |
| 2010 Kenneth Jones (Coatesville HS)      | 2017 Kevin Long (Unionville HS)            |
| 2011 Michael Mostello (Avon Grove CS)    | 2018 Albert Sommar (PALCS)                 |
| 2012 Michael Cruz (Conestoga HS)         | 2019 Roger Mecouch (Devon Prep School)     |
| 2013 Steve Sobiek (W.C. Henderson HS)    |  |