Academic Challenge Quiz

An exciting, fast-paced contest to highlight the knowledge and thinking skills of students

Middle School Tournament, grades 6 through 8, occur in a double-elimination quiz bowl format.

High School Tournament, grades 9 through 12, has single-elimination matches.

Contest Support provided by individual volunteers

Study Resources

Middle School:

Source Materials for some Middle School Academic Challenge Quiz questions:

1. Triple Q Questions Junior Varsity Colossal Book of Questions, Volume 1
2. Triple Q Junior Varsity Tossup Books: #2, #3, and #4
3. Triple Q Junior Varsity Rapid Fire Rounds:166 & 167
4. Brain Quest Kits covering general curriculum questions for 6th & 7th grades
5. Music Memory UIL list for 2009-2010 and 2015-2016
6. Picture Memory UIL list for 2009-2010
7. Information about specific schools registered in the contest and their communities – A form is available on the Academic Challenge Quiz page to provide this information.
8. Listing of additional classical music selections
9. Current Event Questions – taken from news current within 2 weeks of the match

Other questions will be taken from general knowledge information and/or curriculum designed for middle school students.

The Junior Varsity materials can be ordered from Triple Q Questions, P. O. Box 305, Vienna, IL 62995-0305. The phone number for Triple Q Questions is 888-461-7572. Products are shown on their web site.

Brain Quest Kits may be obtained from stores carrying books and games. There may be stores in your area that carry these kits.

Music Memory lists will be provided to registered schools. Music selection CDs can be ordered from UIL resource partners at musicmemory.com. Most selections can be found and heard on classicalconnect.com, YouTube, or Amazon.

Art resources (Picture Memory) are available from Tune In (www.elizajan.com/art.htm).

High School:

If enough High School Teams register to warrant a tournament at that level, registered schools will be notified of study resources for their students.

Resources will include:
1. Music Memory and Picture Memory used for Middle School above.
2. Information about specific schools registered in the contest and their communities – A form is available on the Academic Challenge Quiz page to provide this information.
3. Listing of any additional classical music selections
4. Current Event Questions – taken from news current within 2 weeks of the match
Contest Rules
(Revised June 2015)

Questions
Questions for the matches are developed from the resources available, and some are created by Academic Rodeo. They include a mix of academics, fine arts, potpourri, and current events.

Current events questions will be taken from current issues of newspapers, magazines and television/radio news, but will only be asked about events that have State, National or International significance. No local current events questions will be used unless prior notice is given. It is always wise for students to familiarize themselves with elected officials in top state and national offices, those running for office, and other notable figures in the news.

Please note that resource materials are not infallible. Occasionally, answers given in resource material may be incorrect or have become outdated since the material was published. If the incorrect answer is obvious (as in a math problem or other commonly known information), the answer given by a team member will be considered incorrect, even though the given answer may appear as a correct answer in the resource material. For example, Pluto is considered the smallest planet in most resource material currently being used in Academic Rodeo. However, it is well publicized that Pluto is no longer considered a planet. Thus any answer giving Pluto the status of planet would be declared incorrect.

If a team member gives an answer that appears to be incorrect from the resource material, but the moderator and/or panel of judges are confident that the answer given is correct, the team may be given credit for the answer. For example, a rapid fire question asks the student to supply a word beginning with a prefix spelled “inter-“ or “enter-“ that means "to question." The correct answer given in the resource is "interrogate." However, "interview" may also be an appropriate answer and would be accepted as a correct answer even though it is not the answer given in the resource book. "Interrogate" would also be accepted as correct if it had been given.

Teams
The school should select one team composed of 6 students. Each team should have a designated captain. The Team Captain and three other team members must be identified prior to the start of any competition. Any of the six representatives may serve on the four-person team in any match, but no substitutions may be made during a match. In instances of illness and conflicting school activities, a team may compete with fewer than 4 members, but should contact Academic Rodeo in advance.

Teams must have a teacher/sponsor present at the event. The teacher/sponsor will certify contestants and alternates present at the event. Any and all necessary grievances with the judges MUST be filed by the teacher/sponsor. All teams will remain seated until a winner has been identified in each tournament. School personnel, family members and friends are encouraged to attend, but should refrain from interrupting the match or procedures in any way.

Middle School:
• All Junior High and Middle Schools are invited to participate in the Middle School Tournament. Intermediate schools with 6th grade on their campuses may also compete with an all 6th grade team.
• A team may have no more than two 8th Graders competing in any match.

High School:
• All schools with grades 9 through 12 are invited to participate in the High School Tournament.
• A team may have no more than two 11th and 12th grade students competing in any match.
General Arrangements
Competing teams will be seated at a table with a hand-held buzzer for each player. A quick press of the button on the hand-held buzzer will be sufficient to activate the buzzer. Each player will have a microphone. Alternates will be seated in the audience. A moderator will be either seated or standing at a visible spot to each team member.

Matches may have two teams or three teams competing. This is determined by number of teams and the best arrangement to complete the tournament in a reasonable period of time.

Panel of Judges
Each school must provide one scorekeeper for each match in which the school is competing. An additional neutral scorekeeper will join the team scorekeepers to comprise the panel of judges who will resolve issues that might arise pertaining to rules of the Academic Challenge Quiz and questions and answers for the match. It is recommended that the school scorekeepers become familiar with the rules prior to the match.

Seeding
Pairings in the tournament matches are by random selection conducted by Academic Rodeo. If byes are necessary to complete the draw, they will be awarded to the highest scoring teams from the previous year.

Protest Provision
The decision of the panel of judges will be the final word on questions and answers that are protested. If the panel of judges cannot reach a consensus on a particular question, that question will be eliminated and another question will be asked. If more than one answer to a question might be correct, each team should receive points for its correct answers. Please note the following three points:

1. Protest for any reason must be lodged before the winning team is announced in any round of competition.
2. Only the team sponsor may lodge a protest.
3. The moderator will clarify this protest provision at the beginning of each competition.

The judges will retain the right to disqualify any team when parent(s) or representatives other than the team sponsor/teacher interfere with the flow of the competition. Team coaches should review rules with parents attending the contest.

Winning Team(s)
The team with the highest number of points at the conclusion of the match will be declared winner and will proceed to the next level in the tournament bracket. Advancement of each team is laid out in the Academic Challenge Quiz Bracket.

Middle School participates in a double-elimination tournament with teams moving into a second chance bracket after a first loss. Two losses eliminate the team from competition.

High School teams advance only with a win. A loss eliminates the team from competition.

The tournament will proceed with matches until first, second, and third place teams have been determined. The Middle School Tournament occurs over several days during Academic Rodeo. The High School Tournament will occur in 1 or 2 days, depending on the number of teams competing.

Head to Head Competition
Each match will be conducted in the following academic quiz format. Rules for each level of competition will be the same.

First Quarter - Toss-up Round (Approximately ten minutes)
The moderator will read a toss-up question in its entirety. If a team member buzzes in before a question is completed, the moderator will stop reading. The first team to buzz in will answer immediately upon being
recognized, to determine which team goes first. Team members may consult freely, but the official team
answer must come from the Team Captain. Toss-up questions will continue to be asked until a question is
answered correctly.

The team winning the toss-up round is given exactly two minutes to answer twenty questions, each with a
value of 10 points. Team members may consult freely, but the official team answer must come from the
Team Captain. Other answers will not be recognized by the moderator. The Team Captain must verbally
"pass" on a question to be asked the next question if the team cannot answer the current one. If all twenty
questions are asked in less than two minutes, the team will be asked any passed questions in the order
originally asked. A 20-point bonus is awarded if all twenty questions are answered correctly. After the first
team completes its two minutes, the opposing team takes its turn. In the case of 3-team matches, a second
toss-up question is asked to determine which team will get the second set of questions.

**Second Quarter Round** (Approximately ten minutes)
This will be an exciting round with a lot of team interaction. It will consist of six sets of four questions, one
set from each category of geography, science, history, English, mathematics and current events. The
moderator will read a toss-up question in its entirety, unless interrupted by the buzzer, to determine which
team will answer each set of questions. The first team to buzz in will be given ten seconds to answer this
toss-up question. Team members may consult freely, but the answer must be given by the Team Captain
within ten seconds of being recognized.

If the first team cannot answer the toss-up question, the second team will be given ten seconds to buzz in
with ten seconds to answer the question. The official team answer for the toss-up question, as well as
questions in each set, must come from the Team Captain. Each question in a set will be allotted ten seconds
to be answered. Teams are allowed to pass, but if a team answers any question incorrectly in a set, the
moderator will move on to the next toss-up question. Questions will not be repeated because of the time
factor involved. Questions in each set have a value of 10 points each.

**Third Quarter - Toss-up Round** (Approximately ten minutes)
Any team member may answer questions in this toss-up round. The first player to buzz in answers the
question immediately. If the answer given is incorrect, the moderator rereads the entire question, and the
opposing team must buzz in and answer the question immediately. If the second team fails to answer or
answers incorrectly, the moderator will ask the next question. Questions will count 20-points. The number
of questions in this round will be twenty. A 20-point bonus will be awarded if the same team answers all
twenty questions.

**Fourth Quarter – Rapid Fire Round**
This round consists of short, rapid-fire questions requiring quick answers. A toss-up question will be asked
to determine which team answers each set of rapid-fire questions. Any team member may interrupt the toss-
up question to answer after buzzing in. Questions will be in six sets of eleven questions, with each answer
counting 5 points. One and one-half minutes, or ninety seconds will be given for each set of questions.

Any team member may answer the rapid-fire questions. The team may pass on any question. Passed
questions will be repeated in the order originally presented if time remains. Any team answering all
questions in a set will be given a 20-point bonus for that set. The team may pass on any question. Passed
questions will be repeated in the order originally presented if time remains.

Any team answering all questions in a set will be given a 20-point bonus for that set.

**In Case of Tie**
In case of a tie at the conclusion of a match, competition will continue in the same manner as in the third
quarter toss-up round, with sets of 20 or 30 questions, until the tie is broken.
Tips for Working with Your Team

The following tips and suggestions may be helpful to you in working with your students. Also read the General Information for Coaches/Sponsors on page 11 of the Complete Contest Manual.

Selecting Students
- Consider the strengths of the potential students, how well they can perform under pressure, how quickly they can think and respond, overall general subject matter knowledge and specific academic knowledge/skill in one of the content areas (math, spelling, science, language arts, social studies, etc.).
- Be aware that students sit at a table with a buzzer & light system. Each student has a handheld button for buzzing in to answer the question. The system is a lock-out system, meaning that when the first person presses the handheld button, it locks out others trying to buzz in.
- Begin working with the students and do practice matches if possible. If nothing else, ask questions to see which students answer most quickly.

Preparing Students
- Remind team members to check news resources to prepare for potential Current Event questions in Quarter 2 of the match. Questions usually come from news within a two-week period before match.
- Select a strong, confident team member to serve as captain.
- Help students develop a strategy for dealing with difficult questions in a Pass situation.
- Help students develop a strategy for when to pass, when to guess, etc.
- Remind students and any audience members who may attend, that all answers must come from the 4 team members designated for the match without assistance from those in the audience. Any violation may result in the elimination of the team from the tournament.

At the Contest
- Arrive promptly when bringing students to the contest.
- Check-in if needed and check the roster of participants to be sure your students are registered correctly, names spelled correctly, and photo permission is indicated correctly.
- Collect cell phones from students while they are participating.
- Have students take care of restroom breaks, etc. before the contest begins. Students should not get up to throw away trash or leave the area during a match, except in case of an emergency.
- Gather all of students’ possessions when leaving. A large number of jackets are left each year.
- Check the bracket following your match to see who your next opponent will be and when you will compete.