

Greene County Reading Competition

Rules, Procedures, and Etiquette

Team Coaches: Please read the following to your team members. If students have questions, competition officials will be happy to answer them before the competition begins.

Rules

The rounds will be held in separate rooms of Buhl Hall at Waynesburg University. Your coach will be given a schedule. Students are invited to gather in the lobby beginning at 8:30 a.m. for a pre-game Meet and Greet session and refreshments. The contest officials, volunteers, coaches, and team captains will go to the Registration Desk to register and pick up their packets. Coaches will need to sign in with the number of students on your team that day. (It helps us count out medals for winning teams.) Registration begins at 8:30 a.m. The competition begins at 9:15 a.m.

No one is permitted to have food, drinks, pens, paper, books, booklists or electronic devices of any kind with them in the rooms. Students may put their belongings in the back of the room assigned in each round. If you have a cell phone, please make sure that it is turned off until the competition is over. No one is permitted to leave the room while a round of questioning is in progress unless there is an emergency. If a student leaves the room during the round, they are not allowed to re-enter the room until the round has ended. Coaches and any audience members are to be seated away from the team and may not confer with team members.

Number of Rounds

There will be 3 rounds of competition. The number of teams entered at each level will determine how many teams are in each competition room. There will either be 2 or 3 teams per room. Each team will be given 20 questions per round to answer.

Competition Procedures

Each Moderator will be asking the same questions, based on levels, during the same round.

Teams must have 4 - 8 members.

Team captains will be given team cards labeled Team A, Team B, or Team C. The Moderator will direct the first question to Team A. The Moderator will read the question and allow the team to confer for up to twenty seconds. The team may answer at any point but the maximum time allowed is twenty seconds. The team must provide the title of the book (worth 2 points) and also

provide the author's name (worth 1 point). The first answer given is the answer the moderator must accept. The last name of the author is sufficient in the first 3 rounds. However, if there is a need for tie-breaker rounds, the full name is expected during those for full credit.

An example question would be, "In what book does a girl named Dorothy meet a Scarecrow, a Tin Man, and a Cowardly Lion?" Title: The Wizard of Oz Author: L. Frank Baum.

*Hint: It is to the team's advantage to whisper to each other, as something they say could give a clue to the other team.

If the team does not answer within the allotted 20 seconds, the Moderator will then say, "*Your answer please.*" The team captain will provide the answer(s).

The Moderator will acknowledge if the team got 2 points (the title), 1 point (the author), both, or none.

- If Team A answers the title correctly, "2" is circled in its column.
- If Team A answers the author correctly, "1" is circled in its column.

The second question on the sheet is directed to Team B, using the same procedure as outlined above. If there is a Team C in the room, the third question is directed to Team C. Each question will list which team is to answer each question.

After all questions are completed, the Scorekeeper will add all columns and read the team name and their scores to the room. Team captains will initial the score sheet to ensure the correct score was given to the correct team.

As soon as the scores are tabulated, the Moderator will also initial the score sheets and send them to the main office with the scorekeeper. Team scores will be posted in the office following each round.

A new round will not begin until all rooms are ready to begin a new round.

All teams will change rooms at the same time.

In the event of a tie, the tied teams will be given a set of tie breaker questions. This will be done before lunch.

Teams will not be dismissed to lunch until we have verified if there is a need for a tie-breaker.

Time will be allowed for lunch after the competition and before the awards.

Participants are asked to bring a lunch with them.

Spectators

- The competition rounds take place in small classrooms. It is not designed to have a large number of spectators viewing the competition. However, parents/guardians wishing to attend and watch the competition will not be turned away. We just ask that you sit as far away from the teams as possible, follow the competition rules, and not interfere with the proceedings. Because we are allowing up to 3 teams per room this year, there may not be anywhere for spectators to sit during a given round.
- There is an awards ceremony after all the scores have been tallied. Parents/guardians are invited to attend at this time. There is more room in the dining hall area.

Etiquette

The Moderator has complete control in the competition area. No comments or discussion from the audience are permitted.

The Moderator will be the judge of each answer. The Moderator will make final decisions, and all students must abide by those decisions. **Please remember that our Moderators and Scorekeepers are volunteers who have graciously donated their time so that we can hold this competition.** The Moderators have not read the books; they can only accept what is written on their question form. The Moderator's decision to accept or reject an answer is final.

Our objective is to have fun. Good sportsmanship expresses itself by "Graciousness in Victory and Defeat." Most importantly, please have a great time!

Tie Breakers

In the event of a tie, we will do a tie breaker. After round 3 has ended, teams are to stay in their competition rooms. The office will tally TOTAL scores and see if there are ties for first, second, or third places at each level. Teams who need to participate in the tie breaker will do so before they go to lunch. Teams not in a tie will be excused to lunch.

The tie breaker will consist of quotes from the books at the teams' level. Each team will be given a sheet of quotes and a key that includes all the titles and authors from their level. They will write the corresponding letter for the title and number for the author of each quote. This will be

timed. Teams can work together as a team in this tiebreaker. If a team finishes before the allotted time is up, they must announce they are done and the other team(s) must stop.

In the event a second round of tiebreakers is needed, each member of the team will draw a number from 1-8 (since only 8 team members can play during a round). If there are less than 8 team members, they will keep drawing until all 8 numbers are assigned to someone. In cases of less than 8 members, blank slips will be included so each teammate draws an equal number of times, making who get 2 numbers completely random.

The team members who drew #1, on all still-tied teams, will come forward. They will be given a blank index card with the question number. A question, like those from competition rounds 1-3, will be read aloud and all #1s will write down his/her answer. The answer must be the full title and first and last name of the author to receive credit. There will be no conferring with teammates and it will be timed. Students who drew #1 will then return to their seats and the index cards will be collected. Then we will do the same for all those who drew the #2 on each team. They will come forward, be given a second question, and write his/her answer on a new, blank index card. This will be done until all 8 questions have been answered. (The students will answer on index cards and secretly so no teammate is made to feel his/her wrong answer lost the tiebreaker for the team.)

The scores will be tallied and the total number correct will be given. If we still find ourselves in a tie, the tie will stand.