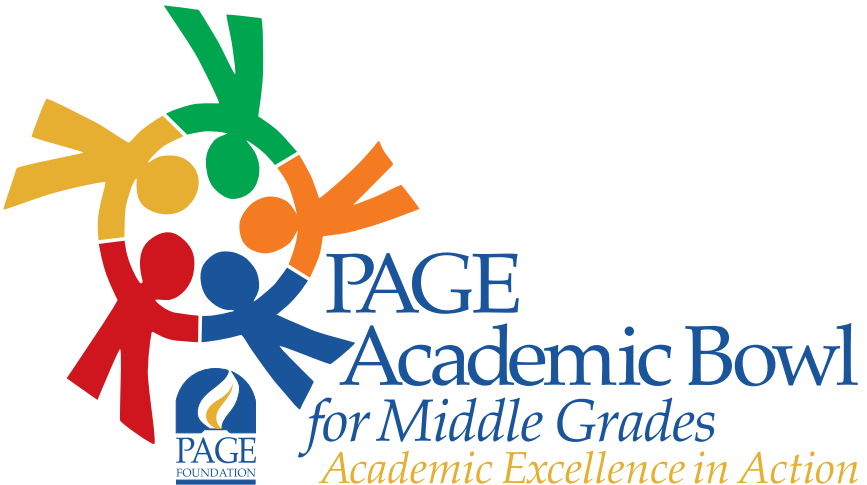


# 2007 Manual\*



\* Please note that revisions have been made to this manual.  
The 2006 manual should no longer be used as a reference.

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## Important Dates

Registration Postmark Deadline:	November 4, 2006
Registration Postmark Late Deadline:	November 11, 2006*
Regional Competitions:	January 6, 2007
Semi-finals Competition:	January 20, 2007
Finals Competition:	February 10, 2007

\* An additional \$20 late fee will apply to registrations postmarked after November 4, 2006. Registrations will not be accepted after November 11, 2006.

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# *General Information*

## **What is it?**

A game of academic competition between students in the middle grades - 6th, 7th and 8th.

## **Purposes**

- To boost student confidence and self-esteem;
- To inspire students to excel academically;
- To promote good citizenship;
- To stimulate our youth's competitive spirit; and
- To recognize student scholastic aptitude.

## **Fall Registration**

- Distribute PAGE Academic Bowl materials.
- Schools/Systems set up teams.
- No Refunds will be given after the registration deadline unless your school is participating in a system play-off.

## **Regional Competitions**

Regional competitions will be held in 12 Regions around the state. (Teams will be notified of Region assignments in December.) The top two teams from each Region will advance to the State Semi-finals.

## **State Semi-finals**

The State Semi-finals will be held in Macon.

## **State Finals**

The top four teams from the State Semi-finals will compete for the title of PAGE Academic Bowl for Middle Grades State Champion.

## **Awards & Recognition**

Awards will be presented at each level of competition. The teams appearing at the State Finals will be featured in the PAGE ONE magazine.

# *Spectators Guide*

The PAGE Academic Bowl for Middle Grades was established to promote academic excellence. We appreciate your support, understanding and help in achieving this goal. We solicit your understanding and patience in the procedures of this competition. Keep in mind that everyone wants this to be a rewarding experience for the students who are participating.

The following rules for watching the competition have been established as a guide. Please keep them in mind while enjoying the PAGE Academic Bowl for Middle Grades activities.

1. There will be no entering or exiting the competition rooms while games are in progress. Please remain seated (or standing still) through entire game.
2. NO Talking – this could lead to disqualification of your team.
3. The official representative of the team is the coach.
4. Displays of approval (clapping, cheering, etc.) should be held until the game is complete.
5. Please remember that it is the coach's job to manage the team.
6. It is always nice to know the answer, but please keep it to yourself.
7. Remember that this is a very serious competition for your children. Just as you want to be proud of them, they want to be proud of you.
8. The Moderator and/or Judge reserve the right to clear the room of spectators if necessary.
9. Please do not videotape or photograph the teams while the games are in progress.
10. The Competition Coordinator shall determine the number of spectators permitted to accompany each team.
11. Children must be in grade 4 or higher to be spectators in the game rooms.
12. Please turn off all cell phones, pagers and/or watch alarms. If your device causes a disturbance, you will be asked to leave the competition room.

# *Competition Rules*

## **1) Overview**

- All decisions of the Competition Coordinator are final.
- Each competition room will have a Reader/Moderator. The Reader will read the questions, enforce time limits, determine the correctness of answers, award points and generally enforce the rules of competition.
- Other officials may be provided to assist the Reader with his/her duties including recognizing players and supervising the clock and buzzer system. The Reader may consult with the other officials at any time to assist in determining the correctness of an answer.
- All games are to be played with a buzzer system. If possible, each registered team is to bring a buzzer system and timer to the competition.
- All competitions are to begin promptly. Any team that arrives later than ten minutes will run the risk of forfeiting any rounds missed (at the discretion of the coordinator).
- Games consist of ten toss-up/bonus question pairs. The team with the most points at the end of the game wins. If the score is tied the round will go into “sudden death” overtime, and the first team to answer a tie-breaker correctly will be the winner.
- Paper and pencils will be provided during the competition.
- No reference materials, calculators, etc. are to be used during the competition.

## **2) Teams**

- A team consists of one to ten players who are in grades 6-8 at the same school. Teams may play short with a minimum of one player.
- Depending on equipment, four or five team members may actively participate at one time.
- One player must be designated as captain at the beginning of each game. The captain should sit in the middle of the team with the team placard placed in front of him/her. Teams may change captains with each game.

## 2) Teams (cont.)

- The substitution of players is allowed after the fifth toss-up/bonus combination during each game and between games.
- The coach is the official representative of the team. There will be one official coach present for each game.
- Number of Teams Per School/System
  - All schools (public or private) may send one team.
  - No school may send more than one team.
  - Public school systems may send a maximum of four teams.

*Note: School systems with more than four interested schools must have a local play-off to determine which schools will represent the system at the Regional Competition. If more than four teams from your system register for Regionals and a play-off is not organized, four teams will be chosen at random from the registrations received by the registration deadline.*

- Teams will be assigned to the most convenient region on a first-come/first-served basis. The State Coordinator reserves the right to reassign teams to a different region if necessary.
- Team members should be prepared to introduce themselves and/or fellow team members clearly and audibly.
- The PAGE Foundation office *must* have a signed **PAGE Permission Form** for any student to be eligible for *any* level of competition.

## 3) Toss-ups

- Toss-ups are worth 10 points each.
- A player on either team may buzz in to answer a toss-up question. Only one player per team may signal to answer each toss-up.
- If a player buzzes in at the same moment time is called, the player should be allowed to answer.
- After a toss-up has been read, players have 10 seconds to buzz in. If a player buzzes in and answers the question incorrectly the other team has whatever time remains of the 10 seconds in which to buzz in and answer. **Example:** Team A buzzes in after 7 seconds and the player answers incorrectly. Team B then has 3 seconds to buzz in and attempt to answer the question correctly.

### 3) Toss-ups (cont.)

- Any player to buzz in must be recognized by a competition official before beginning to answer. Recognition may be verbal, pointing, nodding, etc. (at the discretion of the Reader). The recognized player must begin to answer immediately (within 2 seconds of recognition). If an answer begins before recognition, the Reader will ignore the answer and give the other team the opportunity to answer.
- If a player other than the one who buzzed in begins to answer:
  - a) If the player **IS NOT** a teammate of the the one who buzzed in first, the Reader will ignore the answer and will recognize the player from the other team who had actually buzzed in first.
  - b) If the player **IS** a teammate of the one who buzzed in first, the Reader will treat it as an incorrect response from that team. The other team alone will be given the opportunity to answer.
  - c) If the wrong player is recognized by the Reader the question is to be replaced.
- A question will be read in its entirety only once.
- If the toss-up is answered incorrectly, a player from the other team may answer after buzzing in and being recognized.
- A player may interrupt the reading of a question; however, the reader will stop reading at the point of interruption. If the player misses the question, the reader will re-read the entire question for the other team.
- There is no penalty for answering incorrectly or interrupting a question.
- No unnecessary pauses or thought breaks will be allowed during the answering of a question.
- There is to be no conferring during the toss-ups. Conferring on a toss-up will be treated as an incorrect answer, and the other team alone may answer that specific question.
- If the Reader inadvertently provides the answer to a toss-up following an incorrect answer, the toss-up will be eliminated, and the team that did not have an opportunity to answer will receive a replacement toss-up. If neither team had an opportunity to answer the question is to be replaced.
- The initial response will be the only accepted answer.

#### 4) Bonuses

- Bonus questions are worth 20 points. Partial points may be awarded for partial answers unless the question is written in an “all or nothing” format.
- A team has an opportunity to answer a bonus question by correctly answering a toss-up.
- Teams are encouraged to confer on bonus questions. Confering may be verbal or written.
- The team captain (or designee) must answer all bonus questions. If someone other than the captain or designee responds, the answer(s) will be treated as incorrect, and the bonus can be stolen by the other team.
- After the bonus is read, team members will have 30 seconds to confer on the answers. A five second warning will be given after 25 seconds have elapsed. When time is called all conferring will cease, and the Reader will ask the captain for the answer(s). The response must begin immediately (within 2 seconds). There should be no unnecessary pauses or thought breaks once the answer begins.
- While the first team may confer verbally, the second team may only confer non-verbally, so as not to interfere with the team that earned the bonus. If the second team talks they will lose their opportunity to steal.
- If the team determines their answer(s) before time is called the captain should announce “We have our answers,” to ensure that he/ she has the Reader’s attention before beginning to answer.
- The second team will have the opportunity to “steal” any part of the bonus not answered or answered incorrectly by the first team. When the first team finishes giving their answers the Reader will state which answers were correct and ask the second team for their answers. The second team’s captain must respond immediately.
- If the first team misses any part of an “all or nothing” bonus, they do not receive partial points, and the second team has the opportunity to steal the entire bonus.
- The initial response will be the only accepted answer.
- If the Reader inadvertently provides the answer to a bonus question following an incorrect answer by the first team, the second team will receive a replacement bonus question. The second team may answer the new bonus in its entirety but may only earn the number of points not awarded to the first team. e.g. – Team 1 correctly answers two parts of a four part bonus and receives 10 points. Team 2 may answer the replacement question in its entirety but may only earn a maximum of 10 points.



## 5) Protests

- There are no formal protests in the PAGE competitions.
- The official coach (or an active player) may verbally address the Reader about a question or procedure but must do so before the Reader moves on to the next toss-up or bonus.
- The Reader (and/or Judging Team) will decide what action, if any, is required. The Reader's decision is final.
- Please remember that any interruptions detract from and slow down the game.
- Excessive interruptions will be considered unsportsmanlike conduct, and the Reader reserves the right to eject the offender.

## 6) Disqualifications

- *Unsportsmanlike conduct* – If your team, coach or a spectator demonstrates inappropriate behavior during the competition, the Reader or Judge will send written notice to the scoring table. If your team receives two notices during a competition, the team will be disqualified.

## 7) Topics for Questions

- Academic Bowl questions will cover middle school curriculum objectives in the following areas:
  - English/Literature
  - Math
  - Science
  - Social Studies/History (including GA)/Geography
  - Current Events
  - Art/Music
  - Physical Education/Health
  - Computer Science
- Regional, Semi-finals and Finals competitions will consist of 10 toss-up and 10 possible bonus questions. The distribution of questions will follow a formula of:
  - 2 English/Literature
  - 2 Math
  - 2 Science
  - 2 Social Studies/History/Geography
  - 2 Misc. (Current Events/Music/Art/PE/Health/Computer)

## 7) Topics for Questions (cont.)

- The Championship Round at the Finals will consist of 20 toss-ups and 20 possible bonus questions. The distribution of questions will be:
  - 4 English/Literature
  - 4 Math
  - 4 Science
  - 4 Social Studies/History/Geography
  - 4 Misc. (Current Events/Music/Art/PE/Health/Computer)

## 8) Regional and Semi-finals Competitions

- Round Robin will be the form of elimination used to determine the top teams.
- Regional Competitions consisting of 10 or more teams will be divided into two divisions.
- The top two teams from each division will meet in the crossover round.
- Even if there are undefeated teams within divisional play, there will still be a crossover.
- Regional Crossovers – 1<sup>st</sup> place from Division I plays 2<sup>nd</sup> place from Division II. 1<sup>st</sup> place from Division II plays 2<sup>nd</sup> place from Division I.
- The Semi-finals competition consists of 24 teams (the top 2 teams from each Region) split into four divisions.
- Semi-finals Crossovers – There will be a three-round crossover with the 1<sup>st</sup> place teams in each division playing the 2<sup>nd</sup> place teams from the other divisions according to the Semi-finals Crossover Matrix.

## 9) In the Event of a Tie

- **In a Game** – The round will go into “sudden death.” The first team to answer a tie-breaker correctly will be the winner.
- **At Regionals** –
  - One Division (9 or fewer teams):*
    - ◇ If there is a two-way tie for first place, the two teams tied will represent the region at the Semi-finals.
    - ◇ A tie between two teams for second place will be broken by determining which of the teams defeated the other during regular competition.
    - ◇ A tie between three or more teams for either first or second place will be broken by determining if one of the tied teams defeated all of the other teams during regular competition.
    - ◇ If the winners cannot be determined by using this method, the tie will be broken by the point system, and the team which scored the most points will advance to the next level of competition.

## 9) In the Event of a Tie (cont.)

- ◇ If the winners cannot be determined by either of these methods, a sudden death round will be played.

### *Two Divisions (10 or more teams):*

- ◇ If there are clear first- and second-place winners in each division, the two teams will advance to the crossover round.
- ◇ If there is a tie for first place, the two teams will advance to the crossover. (The point system will determine which team acts as the first-place team and which acts as the second-place team.)
- ◇ If there is a tie for second place of two or more teams or a three-way tie for first-place, the team which has beaten the others in regular competition will advance to the crossover.
- ◇ If the winners cannot be determined by using this method, the tie will be broken by the point system, and the team scoring the most points will advance to the crossover.
- ◇ If the winners cannot be determined by either of these methods, a sudden death round will be played.
- ◇ The same method will be used to determine the first- and second-place teams in each division at Semi-finals.

## 10) State Finals

- State Finals will consist of four games.
- Prizes will be awarded for 1<sup>st</sup> – 4<sup>th</sup> places.
- Single eliminations will be used to determine a State Champion.
- The first three rounds will consist of 10 questions. The Championship round will consist of 20 questions.
- Ties will be broken with a 3-question, “sudden death” play-off.
- Team numbers (1-4) will be randomly assigned prior to competition.
- Round One: team 1 will play team 3.
- Round Two: team 2 will play team 4.
- Round Three: determines the 2<sup>nd</sup> and 3<sup>rd</sup> runners-up.
- Round Four-Championship Round: determines the State Champion and 1<sup>st</sup> runner-up.

# *Tips for New Coaches*

**During the 2005 season PAGE asked the coaches “What important piece of information would you share with a new Academic Bowl coach?” Here are some of the responses:**

- Get copies of PAGE questions for practice instead of using other quiz books.
- Keep score at practice using PAGE sheet at least a few times so you are used to the format when you have to keep score at competition.
- Train a parent or high schooler to time, read and score so that there are back-ups at competition if needed.
- Practice, practice, practice, and start early (September). Make it STATUS to make the team.
- Practice as if it is a regular competition and practice more than once per week. Find someone experienced to help you with proper procedures.
- In addition to old questions, study lists (capitals, authors, etc...). Participating in something like the KnowledgeMaster Open (done on computer) is also helpful.
- Talk to everyone (coaches, teachers, principal, etc.) about the master schedule so you can work out schedule conflicts early – even as far as six months in advance!
- Communicate and involve the parents.
- Become familiar with the PAGE Manual and the format of Tossup and Bonus questions. Also realize the broad knowledge base that is necessary.
- Assign an assistant coach.
- Work on students being aggressive and willing to answer questions.
- The team practiced against themselves.
- In practice and in meets, keep statistics on individuals who answer correctly and incorrectly on toss-up questions in order to keep the strongest players active.
- Remember that this is for the kids.
- Begin tryouts early in the school year. Communicate with the academic teachers. Try to have practice during the school day so all the team members can practice.
- Try to set up practice rounds with other teams (some schools practice against the high school team). The kids really need exposure to other competitions.
- Choose members who have different strengths. Assign different subjects to different players.
- Be brave about cutting disruptive kids.
- Emphasize conduct.
- Don't sweat the big stuff – have fun, allow your students to see you model integrity and grace. Whether you win or lose, win AND lose as a TEAM.

For the unabridged responses to the 2005 Coaches Survey, please visit our website at [www.pagefoundation.org](http://www.pagefoundation.org) and click on Academic Bowl.

# Sample Game

<u>TOSSUP/ BONUS</u>	<u>QUESTION</u>	<u>ANSWER</u>
<b>Tossup 1</b>	Our word “verb” is derived from a Latin word meaning what?	word
Bonus	Indicate the correct form of the verb in each of the following sentences: 1. Jake has (eat) three dishes of ice cream. 2. I wish I (be) back in North Carolina. 3. Last week Susan (buy) two new dresses. 4. The book had (lie) unnoticed for more than a month.	1. eaten 2. were 3. bought 4. lain
<b>Tossup 2</b>	What is the sum of the cube root of 1000 and the square root of 121?	21
Bonus	Tell whether each of the following statements is true or false. 1. The quotient of an even number and an odd number can be an even number. 2. The quotient of an even number and an odd number can be an odd number. 3. An odd number raised to an odd number power can be an even number. 4. An odd number raised to an even number power can be an even number.	1. True 2. False 3. False 4. False
<b>Tossup 3</b>	Who wrote White Fang?	(Jack) London
Bonus	Name the authors of each of the following novels: 1. Gone With the Wind 2. The Red Pony 3. The Scarlet Letter 4. A Wrinkle in Time	1. (Margaret) Mitchell 2. (John) Steinbeck 3. (Nathaniel) Hawthorne 4. (Madeleine) L’Engle
<b>Tossup 4</b>	Which of the basic types of reproduction of organisms requires only one parent? (Bacteria reproduce this way.)	Asexual

# Sample Game

(cont.)

<u>TOSSUP/ BONUS</u>	<u>QUESTION</u>	<u>ANSWER</u>
Bonus	1. What is the ability of an organism to maintain rather constant internal conditions even though external environmental conditions change? 2. Which type of animals maintains a constant body temperature?	1. homeostasis  2. warm blooded
<b>Tossup 5</b>	What is Georgia's state song?	"Georgia on My Mind"
Bonus	Answer each of the following questions about famous Georgians. 1. Who created Uncle Remus? 2. Who began the Girl Scouts of America? 3. Who created Scarlett O'Hara? 4. The Hope Scholarship Program was the vision of which man?	1. (Joel Chandler) Harris  2. (Juliette Gordon) Low 3. (Margaret) Mitchell  4. (Zell) Miller
<b>Tossup 6</b>	In which athletic conference is North Carolina State University?	Atlantic Coast Conference (ACC)
Bonus	With which sport is each of the following most closely associated? 1. Drew Bledsoe 2. Greg Vaughn 3. Michael Chang 4. Lee Janzen	1. football 2. baseball 3. tennis 4. golf
<b>Tossup 7</b>	Alta Vista, Yahoo, and Metacrawler are examples of what?	Internet Search Engines (not Browsers)
Bonus	What three-letter suffix is used at the end of email addresses in the area of 1. business 2. schools and colleges 3. legislative groups 4. associations like the Red Cross	1. com 2. edu 3. gov 4. org

# Sample Game

(cont.)

<u>TOSSUP/ BONUS</u>	<u>QUESTION</u>	<u>ANSWER</u>
<b>Tossup 8</b>	In which of the following countries would you most likely find a kimono: Australia, Japan, Argentina or Spain? Japan	
Bonus	What is the major export of each of the following countries? You are to choose from sugar, crude oil, tea and rice. 1. Sri Lanka 2. Syria 3. Cuba 4. Thailand	1. tea 2. crude oil 3. sugar 4. rice
<b>Tossup 9</b>	Which axis of the coordinate plane has the equation $y$ equals zero?	x-axis
Bonus	Tell whether each of the following pairs is or is not relatively prime. 1. 14 and 16 2. 7 and 17 3. 12 and 15 4. 22 and 25	1. is not 2. is 3. is not 4. is
<b>Tossup 10</b>	What "C-word" is the main source of energy for living things? They are composed of carbon, hydrogen, and oxygen? Common examples are sugars and starches.	Carbohydrates
Bonus	1. What "L-word" is the energy-rich food source that contains fats and oils? 2. What "P-word" is the food source that contains carbon, hydrogen, oxygen, and nitrogen? They are built of amino acids.	1. lipids 2. proteins
<i>TieBreakers</i>	1. What is the capital of Saudi Arabia? 2. Which state lies due west of Vermont?	1. Riyadh 2. New York

# *Notes*



# *Notes*

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