CENTRAL INTERMEDIATE UNIT 10
INTERSCHOLASTIC ELEMENTARY READING COMPETITION GUIDELINES

Competition Book List

The book list will be distributed no later than fall for the spring competition. There will be a maximum of 25 titles on the list.

COMPETITION
- The 2023-24 event will be hosted by **Bellefonte School District** at **Bellefonte High School**.
- The Elementary level of competition is for students in grades 4, 5, or 6. Teams can include any combination of students from the grades indicated.
- Each team must be supervised by at least one coach.
- Coaches who choose not to moderate or keep score may observe the rounds of competition as long as there is a designated adult traveling from round to round with each team.
- The cumulative totals for the three rounds will determine the winners.
  - In the event of a "bye" round, the team with the bye will choose between the average scores of the round competition or their score from answering 15 questions with a moderator, whichever is higher.
- If there is an even number of teams, each team will compete in three rounds of competition. If there is an odd number of teams, there will be three teams competing in two rounds only. In the event that there is the need to have a "bye" round, these guidelines will be followed:
  - The extra team will be assigned to a room with a moderator and scorekeeper, and given an opportunity to answer 21 questions. This allows for the 15 questions each team gets in a normal round of play, plus an additional six questions to allow for steals. (This number was derived from the average number of possible steals in last year's elementary competition.)
  - Teams with "byes" are chosen at random.

AWARDS
- First place will be awarded a trophy.
- 1st, 2nd, and 3rd place teams will receive individual medals.
- Certificates and ribbons for participation will be given to all competitors.

REGISTRATION
- There is a non-refundable registration fee of **$100** per team.
  - If this is not paid by the next school year, that team or school may not be allowed to participate in the competition.
- The online registration form must be completed **and** include team names, moderator/scorekeeper names/emails, coach names/emails, and team member names and grade levels.
- Each team is required to have a moderator and scorekeeper at the time of registration.

- Each team MUST provide the name & email of a moderator and scorekeeper at the time of registration.
- If more than one team is being registered, additional moderators and scorekeepers must be selected.
- Moderators and Scorekeepers must be different people.
- Each team must have one coach in competition rooms with teams at all times.
- If you have additional coaches attending, they may act as scorekeepers/moderators.

TEAMS
- Teams will consist of 6 to 12 students.
- A team may choose to have up to two alternates, so a team could be represented by up to 14 students at the competition.
  - Alternates may be used in succeeding rounds on the same day.
- It is recommended that teams have a minimum of 6 members. Teams will not be penalized for having fewer than 6 members.
- No team member substitutions will be permitted during a round.
- A maximum of 12 students may participate in any given round.
- An individual school will be permitted to register as many teams as they wish.

STUDENT RESPONSIBILITIES
- No paper, pencils, books, notes of any kind, electronic or digital devices should be permitted in the contest room.
  - Failure to comply with this rule will result in disqualification.
  - This will be monitored by the round moderator.
- No food items are allowed in the rooms.
- Students are not permitted to leave the contest room except for dire emergencies.
- Students are not permitted to confer with opposing teams once the contest has begun.

CHALLENGES
- Each team is permitted **ONE** challenge per round.
- Students may use a challenge only:
  - When their team has control of the question;
  - After the moderator rules a question has been answered incorrectly; and during the time period before the next question is asked.
- Challenged questions will be replaced by another question **from the same text.**
- No reason needs to be given for the challenge.
- **NOTE:** Challenges cannot be used before a question is answered.
- One team **CANNOT** challenge another team's challenge question.
- Challenges will be called by either the team captain or a pre-designated team member.
- Students must use their challenge option before the next question in that round is asked.
- Challenges are a substitution of a question. The opposing team will have the opportunity to steal if the challenge question is answered incorrectly.

COACHES
- Under no circumstances will coaches communicate with their team at any time during rounds.
  - Gestures, signals, or any other form of communication will not be tolerated and may result in disqualification.

● Team alternates must sit with their coach during any round that they are not participating in.

QUIZZING AND SCORING
● The first team to answer a question will be predetermined by random.
● The moderator will read the title of the book that the question refers to, unless the title of the book is the answer to the question.
    ○ *Example:* In the book *Huckleberry Finn*, what was the name of the man who traveled down the river with Huck?
● **The moderator reads the question twice** and allows the teams to confer for ten (10) seconds. The scorekeeper will begin timing the 10 seconds after the question has been read for the second time.
● The answering team must respond when TIME is called.
● If the answer is correct, the moderator continues the questioning.
● If the first team fails to answer the question correctly, the question will go to the opposing team.
    ○ **The question will not be repeated.**
    ○ The team captain or his designee will respond.
    ○ No time will be permitted for additional conferring.
● Both teams are to confer quietly so as not to give the opposing team the advantage.
● After each question, the moderator will verify the answer and announce the number of points earned by each team.
    ○ If both teams answer the question incorrectly, the moderator will **NOT** announce the correct answer.
● Recording of scores on the official score sheets will be done by the scorekeeper.

TIE-BREAKER ROUND
● In the event of a tie for 1st, 2nd, or 3rd place, there will be a sudden death round to determine the winner.
● This round will be conducted in the awards presentation area with the other competitors and spectators present.
● A coin toss will determine which team goes first. The team winning the coin toss will have the option to go first or second.
● Questions for the sudden death tie-breaker round will consist of quotes from the books/short stories. Teams will be asked to identify the text from which the quote originated.
● **Procedure:**
    1. A moderator will present a quote to the first team, starting the tiebreaker round.
    2. The first team will have 30 seconds to discuss and provide the name of the literary work from which the quote comes. Only one official response is allowed from the team.
    3. If the first team correctly identifies the text, they earn a point.
    4. If the first team provides an incorrect answer, the opportunity passes to the second team.
    5. The second team will also have 30 seconds to discuss and provide their answer regarding the name of the literary work from which the quote comes. Only one official response is allowed from the team.
    6. If the second team correctly identifies the text, they earn a point.

7. If the second team provides an incorrect answer, the round returns to the first team for a new quote and the same process repeats.
- Determining the Winning Team
    - The sudden death tiebreaker round continues until one team correctly identifies a quote and the other team fails to do so, securing the win for the team that answered correctly.
    - If both teams correctly identify a quote in the same round, the tiebreaker round continues with a new quote for both teams.

MODERATORS' RIGHTS AND RESPONSIBILITIES
- Moderators will be faculty members or parent volunteers from participating schools.
- Moderators and scorekeepers will be briefed in a short Zoom session before the competition and will be notified in advance as to the time and place of this meeting.
- Moderator and scorekeeper packets will be provided electronically before the competition begins.
- **The moderator has complete control over the round assigned to them**.
- The moderator can decide to penalize a team up to 5 points for interference by spectators from their group.
- The moderator will be the judge of each answer.
    - Final decisions will be made by the moderator, and all students must abide by their decision.
    - Interruptions from the audience will not be tolerated.
    - After the round is complete or at the end of all rounds, a coach may discuss any issues with CIU10 representatives.
- The answer for book titles must be exactly as listed on the question sheet (e.g. "Red Fern" will not be accepted for "Where the Red Fern Grows").
    - Omission of articles, however, will be permitted. Prepositions in the title must be indicated (e.g. in the title "Of Mice and Men," Of must be in the answer).
    - If the answer to the question is something other than the book title, some leeway must be given. Common sense is to be used in determining the correctness of the answer. In some cases the question has more than one acceptable answer indicated (example: "coat" can be accepted when the answer listed is "jacket"). The moderator can accept either answer.
- Any disruptive behavior will result in disqualification.
- Moderators and scorekeepers who are uncertain about any matter may refer those matters to the chairperson(s) for help.
- Moderators and/or scorekeepers will not moderate and/or keep score for their own schools, unless an absolutely unavoidable situation presents itself.
- Moderators may not give additional clues, editorialize, or comment on the questions or answers in any fashion. The moderator is simply to read the question as it appears on the question sheet, along with the title of the book (unless the title of the book is the answer to the question). The moderator may, however, ask for a more specific answer if he or she feels the answer given is very close to the correct one.

- Moderators and scorekeepers will be asked to review information on the CIU10 website a few weeks before the competition. There will be a brief meeting the day of the competition for any questions.
- Question packets must be returned to the scoring area at the end of the round when the score sheet is delivered.
- **NO ONE** is permitted to leave the competition once the round is started unless it is a dire emergency.

MODERATORS' PROCEDURES
1. Count the number of students on each team (**VERY IMPORTANT**), only 12 may play.
2. Please be sure all paper, pencils, and books are removed from the contest room prior to the start of the round.
3. Make sure you use the correct questions for each round. Each question set is marked "Round 1," "Round 2," and "Round 3," on the front. The sets of questions include two excerpts on each sheet. Extra questions are included in each round packet.
4. Use the following procedure to explain how questions will be read and how the moderator will respond to the answer: (1) Read the sample question out loud. "Correct. Team Name scores one point". If the answer is incorrect, say "Incorrect, Team Name".
5. The competition will start and proceed in this manner until each team has had the opportunity to answer AT LEAST 15 one-point questions.

SCORE KEEPER'S RESPONSIBILITIES & PROCEDURES
- Scorekeepers will record correct answers, incorrect answers, and challenges on the assigned scoresheets.
- Scorekeepers are responsible for the score sheets and recording accurate scores.
- Score sheets are electronically submitted and monitored by a CIU 10 representative.
  - The next round will not begin until all score sheets are completed.

CIU10s RESPONSIBILITIES & PROCEDURES
- Ensure moderators and scorekeepers will not have teams from their home school in their rooms (when possible).
- Ensure the confidentiality of participants, reading competition materials, & questions.
- Monitor electronic score sheets and confirm accurate scoring per round.