

2021-2022 Manual



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Registration Deadlines:	
November 22, 2021	\$65
<i>No registrations will be accepted after this date.</i>	
Competition Dates:	
December 11, 2021	Regionals
January 22, 2022	State Championship

Regional Assignments will be posted on the website in November, prior to Thanksgiving.

PAGE Academic Bowl for Middle Grades
Michelle Crawford, State Coordinator
404-414-3041 | Fax: 866-255-4359
academicbowl@pageinc.org

General Information

What is the PAGE Academic Bowl for Middle Grades?

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

Purpose

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

Fall Registration / Timeline

- Distribute PAGE Academic Bowl materials
- Schools/systems set up teams
- No refunds will be given after the registration deadline (November 22)

Regional Competitions

Regional competitions will be held in regions around the state (or virtually) on December 11, 2021. At least two teams from each region will be invited to participate in the State Championship.

State Championship

The top 24 teams from Regionals will compete for the title of PAGE Academic Bowl for Middle Grades State Champion. The competition will be held in Milledgeville at Georgia College & State University (or virtually) on January 22, 2022.

Awards & Recognition

Awards will be earned at each level of competition. The top eight teams competing in the State Championship will be featured on the PAGE Academic Bowl website.

Inclement Weather Policy

Competition will be postponed if bad weather forces the cancellation of classes at the host location or if a majority of participating schools have classes cancelled the day before the event. Competition will be rescheduled for the following weekend unless there are extenuating circumstances. Every effort will be made to notify all participating coaches via email or telephone if postponement is necessary, and in all instances, notification will be posted at www.pageinc.org/academicbowl.

Spectators Guide

(Coaches: Please share this page with your parents.)

The PAGE Academic Bowl for Middle Grades was established to promote academic excellence. We appreciate your support in achieving this goal. We solicit your understanding and patience regarding the procedures as we collectively make the competition a rewarding experience for students.

Please keep the following rules for watching the competition 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) throughout the entire game.
2. NO TALKING – this could lead to disqualification of your team.
3. The official representative of the team is the coach.
4. Hold displays of approval (clapping, cheering, etc.) until the game is complete.
5. 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 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 observe the competitions.
12. Please turn off all electronic devices, including cell phones. 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 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 other officials at any time to assist in determining the correctness of an answer.

All games are to be played with a buzzer system (or BuzzIn.Live if playing virtually). 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 10 minutes will run the risk of forfeiting any rounds missed (at the discretion of the coordinator).

Games consist of 12 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 competition.

2) Teams

A competition-day team consists of one to 10 players in grades 6-8 at the same school. Teams may play short with a minimum of one player.

Depending on equipment, four or five students 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.

The substitution of players is allowed after the sixth toss-up/bonus combination during each game and between games.

The coach is the official representative of the team. There will be one 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.

Note: There is no longer a limit on how many schools may register from each district.

2) Teams *(continued)*

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.

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 as time expires, the player will be given an opportunity 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.

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 Reader should establish the manner of recognition prior to each round. 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.

When a player other than the one who buzzed in begins to answer:

- a) If the player **IS NOT** a teammate of the one who buzzed in first, the Reader will ignore the answer and will recognize the player from the team who had 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 and gives an answer, the question will 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 answers incorrectly, the reader will either reread the entire question for the other team or continue reading the question from the point of interruption.

There is no penalty for answering incorrectly or interrupting a question.

3) Toss-ups *(continued)*

No unnecessary pauses or thought breaks are 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 question.

If the Reader inadvertently provides the answer to a toss-up following an incorrect response, 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 will 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 correct answers unless the question is written in an “all or nothing” format.

A team has an opportunity to answer a bonus question by first correctly answering a toss-up.

Teams are encouraged to confer on bonus questions. Conferring may be verbal or written.

The team captain (or designee) must answer all bonus questions from the beginning (it may not be designated part way through). 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 in its entirety, 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.

Both teams may confer verbally. If the second team is too loud and distracting to the team that earned the bonus, the second team 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. Team members may quickly pass their answers to the captain at this time (if not done so when the 1st team answered). The second team’s captain must respond immediately. The captain may not designate another player to answer.

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.

4) Bonuses *(continued)*

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.

The initial response will be the only accepted answer.

5) Protests

Games cannot be played “under protest” 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.

Readers may ask anyone to leave the room.

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

7) Topics for Questions *(continued)*

Competition Games will consist of 12 matched sets of toss-up bonus question pairs. 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)
- 2 Additional from any topic (except Math)

8) In the Event of a Tie

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 Competition with 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 State Championship.
- 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 the other teams during regular competition.
- If the winners cannot be determined using the above 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.
- If the winners cannot be determined by any of these methods, a sudden-death round will be played.

At Competition with 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. Head-to-head competition 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 that has beaten the others in regular competition will advance to the crossover.
- If the winners cannot be determined by using the above method, the tie will be broken by the point system, and the team having scored the most points will advance to the crossover.
- If the winners cannot be determined by any 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 the State Championship.

9) Competition Format

Round Robin will be the form of elimination used at Regionals and during the morning rounds at the State Championship.

Regional Competitions consisting of 10 or more teams will be divided into two divisions.

At Regionals 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 – 1st place from Division I plays 2nd place from Division II. 1st place from Division II plays 2nd place from Division I.

10) State Championship

The State Championship will begin with the top two teams from each Region split into four divisions. After the morning rounds, the top eight teams will be seeded for the final rounds.

The final rounds will be single elimination with a consolation bracket.

A tie at the end of the Championship match will be broken with a three-question, sudden-death play-off.

Prizes will be awarded for 1st through 8th places.

11) Virtual Competition

If competition needs to be played virtually, we will utilize Zoom rooms and BuzzIn.Live. We will make every attempt to follow the rules as written here. Any information will be communicated to registered teams as quickly as possible.

Tips for New Coaches

The following coaching tips are in response to PAGE asking: “What important information would you share with a new Academic Bowl coach?”

- Keep score at practice using PAGE sheet to get used to the format.
- 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 a week.
- Find someone experienced to help you with proper procedures.
- In addition to old questions, study lists (capitals, authors, etc.).
- It’s helpful to prepare using Knowledgemaster Open and other online tools.
- Work out scheduling conflicts as far as six months in advance by talking with coaches, teachers, principal, etc.
- Communicate with and involve the parents.
- Become familiar with the PAGE Manual and the format of Tossup and Bonus questions. Realize the broad knowledge base needed.
- Assign an assistant coach.
- Work with students so they will be willing to answer questions aggressively.
- Have teammates practice against one another.
- In practice and in meets, keep stats on the performances of individuals to keep the strongest players active.
- Begin tryouts early in the school year. Communicate with the academic teachers. Try to practice during the school day so all team members can practice.
- Try to set up practice rounds with other teams (some schools practice against the high school team). The kids need exposure to other competitions.
- Choose members with varied strengths, and assign subjects accordingly.
- 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. Remember that this is for the kids.
- Whether you win or lose, win AND lose as a TEAM.

For unabridged responses to the Coaches Survey, visit www.pageinc.org/ABTips.

The Jay Cliett Award

During the 2010-2011 PAGE Academic Bowl for Middle Grades season, The Jay Cliett Award was created to honor Dr. Jay Cliett for more than 25 years of dedicated service to the Academic Bowl and to recognize individuals whose contributions to the program are exceptionally meritorious and exemplify an extraordinary commitment to the program and the students it serves. Dr. Cliett continued to play an integral part in the program until his passing in 2017.

This prestigious award will be given into perpetuity, but only when a fitting recipient is identified. Anyone wishing to submit a nomination for The Jay Cliett Award should consider the following criteria:

The recipient must:

- be involved in or a supporter of education in Georgia
- be involved in some level of the PAGE Academic Bowl for Middle Grades competition (as a coach, coordinator, volunteer, donor or corporate supporter)
- have shown outstanding dedication and service to both the competition and the students involved

Anytime a fitting recipient is identified for The Jay Cliett Award, the recipient will be announced in the *PAGE ONE* magazine, on the PAGE Academic Bowl website and the award will be presented in an appropriate public forum.

Please submit all nominations to the PAGE Academic Bowl state coordinator at academicbowl@pageinc.org. Recipients will be selected by a panel of judges.

Jay Cliett Award Recipients

2020

Dr. Nancy Mizelle

Georgia College & State University Professor, Middle Grades Education and Sponsor of the Collegiate Middle Level Association (CMLA)

2015

Linda LaPerre

Gwinnett County educator (retired) and long-time Trickum Middle School coach

2014

Stephanie Terrell

Colquitt County educator, administrator and Region 10 host for more than 20 years