

# **GEORGIA ASSOCIATION OF SPECIAL PROGRAMS PERSONNEL**



## **STUDENT INITIATIVES OFFICIAL RULES BOOKLET**

[Table of Contents](#)

ETS Academic Bowl Competition .....	3
ETS High Q Academic Competition .....	6
SSS/McNair Parliamentary Debate Competition .....	10
UB Scholars' Bowl Competition .....	12
EOC/VUB Essay Competition .....	15
STEM Bridge Building Competition.....	16
Poetry Slam Competition.....	16

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#### **SSS/McNair Debate Competition Question**

Should schools prioritize and actively encourage youth engagement in social justice activism as a fundamental part of their education?

#### **EOC/Veterans UB Essay Topic**

The Power of Voice: Amplifying Social Justice through Advocacy and Activism

#### **GA TRIO Poetry Slam Topic**

Empowering Youth Voices for Social Justice: Catalysts for Change

## **EDUCATIONAL TALENT SEARCH (MIDDLE SCHOOL): ACADEMIC BOWL COMPETITION**

### **I. GENERAL INFORMATION**

1. No buzzer sets will be used.
2. Official timekeepers will verbally control response time.
3. An official scorer will tabulate and announce scores at the end of each round.
4. Each school is permitted to register a team of up to **twelve members**. However, the minimum number of participants for any given event is 6, and the maximum number of participants is 8. Team members may only be “substituted” after rounds one and/or two of the super quiz. Students may not be” substituted” during the written exam or the spelling bee.
5. The only event at which team members may confer before answering a question is during the super quiz.
6. Talking and sharing information is considered cheating. This will not be allowed. If found guilty of talking and/ or sharing information, team member(s) and/ or the team will be disqualified from the competition.
7. Proctors will be stationed at each team’s table to:
  - A. Monitor team members.
  - B. Confirm answers for the official scorekeeper.
  - C. Flip scorecards during competition.
8. Proctors will not monitor their individual teams.
9. No study materials are allowed at the competition. Study guides should be left in vehicles.
10. Teams may use Campbell’s middle school quiz books as a guide for study material. However, the test preparer may obtain questions from other sources earmarked for middle school students.

### **II. WRITTEN EXAM (60 Multiple choice questions)**

1. **Each** team is required to take a written exam.
  - A. Copies of the exam will be distributed to each team member.
  - B. Team members will not be allowed to sit together.
  - C. Each member taking the exam will be given an identifying number before taking the exam.
  - D. English, Science, History, and Math questions will be included in the exam. Pre- algebra is the highest level of math on the exam.
2. Each member will receive one (1) point for each correct answer up to a total of 60 points.
3. Each team score will be the **AVERAGE** of all team members’ scores combined. (This compensates for the potential variances in the size of competing teams).
4. Each written examination competition will last 45 minutes.
5. Each team may have from 8 to 12 members to take the written exam.
6. First--, second- and third-place awards will be given to individuals with the top three scores. First-, second- and third-place awards will be given to the teams with the top three scores.

### III. SPELLING BEE (50 words)

1. The team must **designate at least six members to participate**, with a maximum of eight (8) members.
2. Each member will receive (1) point for each correct answer, up to a total of 50 points.
3. Each team score will be the **AVERAGE** of all team members' scores combined. This compensates for the potential variances in the size of competing teams.
4. This competition will last 40 minutes. Each word will be called twice.
5. First--, second-, and third-place awards will be given to individuals with the top three scores.

### IV. SUPER QUIZ

1. All teams will participate in the first and second rounds. The teams with the three (3) highest scores at the end of the second round will participate in the third round.
2. This competition will last 60 minutes. Each question will be read twice.
3. **First Round of 20 questions**
  - i. One (1) person is responsible for writing the answers for each team.
  - ii. Teams will earn five (5) points for each correct answer in the first round.
  - iii. Fifteen (15) seconds will be allowed to answer each question.
  - iv. Up to twenty (20) minutes will be allowed for this round.
  - v. The team must designate at least six (6) members to participate, with a maximum of eight.
4. **Second Round of 20 questions**
  - i. One (1) person is responsible for writing the answers for each team.
  - ii. Teams will earn ten (10) points for each correct answer in the second round.
  - iii. Fifteen (15) seconds will be allowed to answer each question.
  - iv. Up to twenty (20) minutes will be allowed for this round.
5. **Third round of 10 questions**
  - i. Only those teams whose scores are among the top three highest scores in the second round will compete in the third round.
  - ii. One (1) person is responsible for writing the answers for each team.
  - iii. Teams will earn fifteen (15) points for each correct answer in the third round.
  - iv. Fifteen (15) seconds will be allowed to answer each question.
  - v. Up to twenty (20) minutes will be allowed for this round.
6. Awards will be given to the first, second, and third-place teams.

## V. TIE-BREAKER PROCEDURES

### 1. Written Exam (Individual Award)

- A. The format may include:
  - a.) Multiple-choice b.) Sentence completion c.) True or False, and d.) Math not to exceed pre-algebra.
- B. In the case of multiple tie-breaker rounds, the judges will have the authority to choose additional questions until the tie is broken.

### 2. Written Exam (Team Award)

- A. Each team will designate **one member** to compete for that team.
- B. Format will be same for Individual Award.
- C. Scoring: Total score (1) point per correct answer.
- D. In case of multiple tie-breaker rounds, the judges will have the authority to choose additional questions until the tie is broken.

### 3. Spelling Bee- (Team Award Only)

- A. Each team will designate **one member** to compete for that team.
- B. Teams who are tied will compete in five-word rounds until a winner is declared.
- C. Scoring: Total score- One (1) point per correct answer.
- D. In case of multiple rounds, the judges will have the authority to choose additional words until the tie is broken.

### 4. Super Quiz (Team Award Only)

- A. In the event of a tie after Round Two, teams who are tied will compete in five-question rounds until a winner is declared, regardless of the number of tied teams. In the event of a tie for first and/or second place after the Third Round, the teams who are tied will compete in five-word rounds until a winner is declared.
- B. Scoring: Total Score-One (1) point per correct answer.
- C. In case of multiple rounds, the judges will have the authority to choose the questions until the tie is broken.

## VI. AWARDS

1. The overall first-, second-, and third-place winners will be determined from the total number of points received by each team for winning and placing in the three competitions. The points will be assigned according to competition rank:
  - A. First Place - 10 Points
  - B. Second Place - 7 Points
  - C. Third Place - 4 Points
2. In case of a tie, the team with the highest score at the end of a five-question round or rounds will be declared the winner. Those tie-breaker questions not used in the Written Exam and/or the Super Quiz Competition will serve as the tie-breaking questions.

## **EDUCATIONAL TALENT SEARCH (HIGH SCHOOL): HIGH Q ACADEMIC COMPETITION**

### **I. GENERAL INFORMATION**

1. “High Q” is a question-and-answer game played between two (2) teams of **four (4) players**.
2. All team members must be active participants in an Educational Talent Search Program and must be conference registrants.
3. Each team must designate a single player as the team captain.
4. The competition will be conducted in a round-robin format.
5. Substitutions are not allowed once the game has begun.
6. Points are scored by correct answers to questions asked by the reader.
7. No points are subtracted for incorrect answers.
8. Each question will have a stated value.
9. The first response given is the one that counts.
10. If a player attempts to give more than one piece of information in his answer, the reader will distinguish whether the player has pinpointed the correct answer.
11. If the reader inadvertently gives the answer to a question without giving either team a chance to respond or without turning the question over, the reader will move to the next question and play it according to the rules of that period.
12. Should an answer be heard coming from a person not playing on the team at the moment, the question may be discarded at the reader’s discretion.
13. If time runs out and the game is tied, the tie is broken in a sudden-death playoff. The first team to correctly answer an open question in sudden death wins the match.
14. The decision of the reader shall be final. All protests regarding questions, answers, or scoring must be made before the match is terminated.
15. No materials, study guides, or other printed information will be allowed in the competition room.

### **II. FIRST PERIOD: OPEN ROUND**

1. During the first period, all questions are “open” and worth 10 points.
2. The first period will last four minutes.
3. An open question may be answered by any member of any team by buzzing in and waiting to be acknowledged by the reader.
4. All players will be given 3 seconds from the time the reader stops reading the question to buzz.
5. The player must be ready to give the answer as soon as he is recognized. She/he may not answer before being recognized. Doing so will result in disqualification for the current question, and the opposing team will be given an opportunity to answer.
6. Once a player is recognized, she/he will be given 3 seconds to begin her/his answer. Once a player starts to answer, she/he will be given 3 seconds to begin answering.
7. The player may not consult with other team members.
8. A player may interrupt a question while it is being asked if he believes he can anticipate the correct answer. After the interruption, the player will have 3 seconds to answer.
9. If the recognized player gives an incorrect answer or no answer at all, the first member of the opposing team to buzz may respond after being recognized.
10. If the question is not completely read and the first team gives an incorrect answer, the question will be completed, and the opposing team will be given an opportunity to answer.

11. If the period ending tone sounds while the reader is reading a question, he will stop, and the period is finished.
12. If the tone sounds during or after a player signals, the player will be given 3 seconds to give an answer. Following his answer, the period is over. If incorrect, the opposing team does not get the opportunity to answer since time has expired prior to their attempt.

### **III. SECOND PERIOD: FACE-OFF AND EXTRA CREDIT ROUND**

1. There are two types of questions in this period: Face-off and Extra Credit.
2. Each Face-off question (worth 10 points) will be played one-on-one, pairing one opposing player from each team. A random drawing prior to the competition will determine the order in which each team's player must answer a face-off question. The reader will identify the player for each team involved in the face-off. Only those two players may buzz in to answer the question.
3. All players will be given 3 seconds from the time the reader stops reading the question to buzz.
4. The player must be ready to give the answer as soon as she/he is recognized. She/he may not answer before being recognized. Doing so will result in disqualification for the current question, and the opposing team will be given an opportunity to answer.
5. Once a player is recognized, she/he will be given 3 seconds to begin his answer. Once a player starts to answer, she/he will be given 3 seconds to complete the answer.
6. The player may not consult with other team members.
7. A player may interrupt a question while it is being asked if he believes she/he can anticipate the correct answer. After the interruption, the player will have 3 seconds to answer.
8. If the recognized player gives an incorrect answer or no answer at all, the first member of the opposing team to buzz may respond after being recognized.
9. If the question is not completely read and the first team gives an incorrect answer, the question will be completed, and the opposing team will be given an opportunity to answer.
10. If both players fail to answer the face-off question correctly, their turn is over, and the next pair of players attempt to answer the next face-off question.
11. If the team member correctly answers the face-off question, that team gets a chance at a 3-part category-orientated extra credit question. The extra credit question works this way. The team starts with a five-point question, then a ten-pointer, and finally, a fifteen-point question. If a team misses anyone along the way, the extra credit stops, and the team is awarded its accumulated points. The team has 5 seconds for consultation on each extra-credit question. When the tone sounds indicating the 5 seconds have expired, the captain must be ready to give his answer without stalling. If no answer is given, that will be the same as a wrong answer, and the extra credit attempt will end. Upon completion of the extra credit attempt, another face-off question will follow, and the procedure will be repeated.
12. Consultation among team members is permitted on extra credit questions only!
13. Answers to the extra credit questions must be given by the team captain, who need not be recognized before answering. The captain may delegate another member to answer. He must state his desire for another member to answer each question when he chooses this answer.
14. The buzzing response system is not used in extra credit questions.
15. This round will conclude when all members of each team have competed once in a face-off round.

### **IV. THIRD PERIOD: QUICK QUIZ**

1. The period begins with the team having the lowest score. If the teams are tied, the winner of a coin toss will determine who goes first.
2. The buzzing system will not be used during this period.
3. The team with the lowest score selects one of two categories from which one minute of questions

will be drawn.

4. Each question is worth 10 points.
5. Consultation among team members is allowed.
6. During the quick quiz, any team member may answer the question. The first answer heard by the reader will be ruled correct or incorrect. If more than one answer is given simultaneously, the captain will be asked to choose between them. It is important for the team to be careful to distinguish between consulting among themselves and giving an answer to the question.
7. A player need not be recognized by the host before answering the question.
8. A player may respond before the reader has completed the question, but the reader reserves the right to complete all questions after a correct or incorrect answer has been given.
9. The team is playing against a one-minute clock. The reader will give the team 3 seconds to answer each question. If no answer is given within 3 seconds after the question is completed, the reader will ask the next question without giving the answer to the previous one. If the team does not know the answer and does not want to use the 3 seconds to consult, the captain may refuse the question by saying "pass," and the reader will turn to the next question.
10. After the one minute has ended, the second team will have a chance to answer any questions the first team missed. The second team will be given 3 seconds to consult and answer each question.
11. After the second team has finished trying to answer the questions missed by the first team, the second team will select from the three remaining categories and play the one-minute round. Then, the first team will be given the same opportunity to answer any questions missed by the second team.
12. A maximum of 20 questions will be asked during each one-minute period.

#### **V. FOURTH PERIOD: FINAL EXAM ROUND**

1. Rules for the fourth period are the same as the rules for the first period except for point values.
2. During the fourth period, all questions are "open" and worth 20 points.
3. The fourth period will last four minutes.
4. All players will be given 3 seconds from the time the reader stops reading the question to buzz.
5. The player must be ready to give the answer as soon as he is recognized. He may not answer before being recognized. Doing so will result in disqualifying the current question, and the opposing team will be given an opportunity to answer.
6. Once a player is recognized, he will be given 3 seconds to begin his answer. Once a player starts to answer, he will be given 3 seconds to complete the answer.
7. The player may not consult with other team members.
8. A player may interrupt a question while it is being asked if he believes he can anticipate the correct answer. After the interruption, the player will have 3 seconds to answer.
9. If the recognized player gives an incorrect answer or no answer at all, the first member of the opposing team to buzz may respond after being recognized.
10. If the question is not completely read and the first team gives an incorrect answer, the question will be completed, and the opposing team will be given an opportunity to answer.
11. All players will be given 3 seconds from the time the reader stops reading the question to buzz.
12. The player must be ready to give the answer as soon as he is recognized. He may not answer before being recognized. Doing so will result in disqualification for the current question, and the opposing team will be given an opportunity to answer.
13. Once a player is recognized, he will be given 3 seconds to begin his answer. Once a player starts to answer, he will be given 3 seconds to complete the answer.
14. The player may not consult with other team members.
15. A player may interrupt a question while it is being asked if he believes he can anticipate the correct



answer. After the interruption, the player will have 3 seconds to answer.

16. If the recognized player gives an incorrect answer or no answer at all, the first member of the opposing team to buzz may respond after being recognized.
17. If the question is not completely read and the first team gives an incorrect answer, the question will be completed, and the opposing team will be given an opportunity to answer.
18. If the period ending tone sounds while the reader is reading a question, he will stop, and the period is finished.

If the tone sounds during or after a player signals, the player will be given 3 seconds to give an answer. Following his answer, the game is over, provided there is no tie.

## **STUDENT SUPPORT SERVICES/McNAIR PARLIAMENTARY DEBATE COMPETITION**

### **I. GENERAL INFORMATION**

1. One of the major objectives of this activity is to encourage collegiate TRIO participants to discuss relative social, political, and religious issues affecting the global community. In addition, the Debate Competition seeks to strengthen the bonds between the collegiate TRIO Programs in SAEOPP. To achieve this goal, the organizing committee has adopted the Parliamentary Debate format.
2. The ideal team will consist of three members: 2 debaters and 1 alternate. Debaters will not be switched out based on the topic. The only time an alternate will serve is in the case that a debater becomes ill and cannot continue in the contest. It is recommended that students are trained and practice in a particular role; one for the proposing team and one for the opposing team.
3. In the case of a tie, the teams will equally split the combined monetary of the award.
4. Generally, during this debate format, the topic is presented in a general meeting area or in a designated room where the debate will be held. Occasionally, two or three different topics are provided, and the side proposing the resolution is allowed to select which topic to debate. Each team consists of two members:

#### **Proposing Team (Government)**

1. Prime Minister
2. Member of the Government

#### **Opposing Team (the Opposition)**

1. Leader of the Opposition
2. Member of the Opposition

5. After the Judge (Speaker of the House) announces the topic(s), each team is given 15 minutes to prepare for the beginning of the debate round. "During the 15 minutes of preparation time, the Government prepares its case proposing the resolution while the Opposition attempts to anticipate the Government's case and draft arguments that oppose the resolution." There will be no talking or conferring with the team members once the preparation period has begun. The use of computers is acceptable; however, there is no guarantee that internet access will be available or that technical difficulties won't arise. The internet can be used during this period. Students should bring all materials to the table with them. Once the topic has been determined, new materials cannot be gathered.
6. After the preparation time concludes, the Judge recognizes the Prime Minister as the first person to speak. The speaking order and times are outlined below:

TIME	PERSON
7 minutes	Prime Minister (Proposing Team)
8 minutes	Leader of the Opposition (Opposing Team)
8 minutes	Member of Government (Proposing Team)
8 minutes	Member of Opposition (Opposing Team)
4 minutes	<b>Rebuttal:</b> Leader of the Opposition (Opposing Team)
5 minutes	<b>Rebuttal:</b> Prime Minister (Proposing Team)

7. The official format that will be used during the SAEOPP Debate Contest can be viewed at <http://www.wcdebate.com/1parli/29basics.htm>. At this site, specific information is provided regarding speaking orders and times, speaker directives, points of information, points of order, and judges' responsibilities. Each team is encouraged to thoroughly review the site and familiarize themselves with the rules of parliamentary debate.
8. Finally, each program is allowed to enter one **(1) team in the Debate Contest**. Monetary prizes will be awarded in 1st, 2nd, and 3rd Place. Let's take advantage of this opportunity to help our students strengthen their debate skills while networking with TRIO participants from around the southeast.

## II. EXAMPLES OF DEBATE QUESTIONS

1. The General Education Degree (GED) should be offered as an alternative to High School Attendance.
2. The NBA has a right to determine appropriate dress and to limit the amount of jewelry players wear when off the court.
3. Trans fat, used to make an oil more solid, provide longer shelf-life in baked products, provide longer fry-life for cooking oils, and provide a certain kind of texture or "mouth feel," should be banned by the local, state, or federal governments.
4. Girls mature faster than boys, and the impact is noticeable in educational and social settings and in the workplace.
5. Technology impedes social interaction and makes society weaker.
6. Music controls the listener's behavior; therefore, therefore, gangster rap perpetuates a violent and sexually abhorrent culture.
7. Religious intolerance is the root of most wars.
8. The black-market sale of human organs should be legalized.
9. Special emphasis should be placed on the recruitment and retention of minorities in higher education.
10. Is collaboration in a test setting considered cheating?

## III. FOR MORE INFORMATION

More information about parliamentary debates may be found at the following:  
<https://www.wcdebate.com/1parli/29basics.htm>

## **UPWARD BOUND**

### **SCHOLARS' BOWL COMPETITION**

#### **I. BASIC INFORMATION**

##### 1. Team Composition

A team shall be composed of six (6) team members with four (4) participating members and two (2) substitutes. Each team shall designate its captain. If the competition is held in the summer, bridge students are ineligible.

##### 2. Team Captain

The captain will operate the number (3) buzzer. The responsibility of the team captain is to:

1. answer a specific bonus question, except when the captain announces a designer to answer a specific bonus question or part of a bonus question.
2. decide on substitutions (Substitutions may only be made during a break between halves); and
3. be aware of the rules and procedures.

#### **II. PROCEDURES**

1. Teams not in attendance at the start of a game will forfeit that game.
2. Matches will take place in a round-robin competition format. There will be several games held simultaneously, and the team with the highest number of wins will be the champion. In the case of a tie, a head-to-head competition will decide the winner.
3. **If two teams tie:** For example, Team A and Team B are tied with records of 6 wins and 1 loss; if Team B beats Team A when they play each other, then Team B is the winner.
4. **If three or more teams tie:** For example, Team A, B, and C are tied with records of 6 wins and 2 losses; if Team C beats both Team A and B, then Team C is the winner. If Team C beats Team B, Team B beats Team A, and Team A beats Team C, then the team that had the highest point total in these head-to-head games would be the winner. The next tiebreaker is the highest points total of all games.
5. Each match will last a maximum of 30 minutes. It will consist of two halves, with ten (10) questions asked during the first half and ten (10) questions during the second half. There will be a two-minute break between halves, at which time substitutions may be made. Two participating teams should not leave the room during the break.
6. All matches will be under the supervision and control of the following Scholar's Bowl officials:
  - i. Moderator: will ask the questions, be responsible for the questions, and the conduct of the match, judge the answers, and handle appeals.
  - ii. Timekeeper: will aid the moderator with all matters of time, maintaining a score sheet of the match and handling all matters of identification.

#### **III. QUESTIONS**

1. The categories of the questions will be Language/Literature, Mathematics, Current Events, Miscellaneous, Social Science and Science
2. Toss-up questions will be worth ten (10) points each.
3. Bonus questions will be worth twenty (20) points each. Partial credit is possible on some questions with multiple answers. The multiple-part questions will be designated by the moderator. The answer to all bonus questions shall be given by the team captain, except when the captain announces a designer to answer a specific bonus question or part of a bonus question.
4. Answering Procedures:
  - i. The match shall begin with the moderator asking a toss-up question. The time for the match begins with the reading of the first toss-up question.

- ii. The toss-up question is to be answered individually by the contestant who first buzzes in and is recognized by the timekeeper.
- iii. Teams may not confer on Toss-up questions.
- iv. Teams will have ten (10) seconds to buzz in after the moderator has completed reading the question.
- v. If no one buzzes in after ten (10) seconds, the timekeeper calls “time”, the answer is read, and a new question will be asked.
- vi. The contestant who is recognized to answer will then have ten (10) seconds to complete the answer. Any answer or part of the answer made after the time has expired will not be counted.
- vii. After a correct answer to a toss-up question, the team will get a bonus question. The team may confer during the bonus.
- viii. At the completion of the reading of a bonus question, the team captain must complete the answer within thirty (30) seconds. Bonus questions, which have multiple answers for partial credit, must be specified as to which part of the answer is being given.
  - 1. For example, Bonus questions: (5 points each):  
Name the following members of the first presidential cabinet.  
A. President B. Vice-President C. Secretary of Treasurer D. Attorney General
  - 2. An example of a correct partial response could include, “C is Alexander Hamilton; A is George Washington; D no response; and B is John Adams.”
  - 3. The moderator would then say, “A, B, and C are correct for 5 points each for a total of 15 points. The correct response for D was Edmund Randolph.”
  - 4. Buzzers are not used for the bonus questions.
  - 5. In all cases, the first answer is the only acceptable answer. “stacking” answers for toss-ups or bonus questions will not be allowed.
- ix. The match shall continue as stated, with the following specifics:
  - 1. In case of an interrupted toss-up:
    - a. An incorrect answer will not be penalized.
    - b. The question shall be completely re-read for the opposing team only and is to be answered individually by the competitor who buzzes in first and then is recognized.
  - 2. In case a toss-up is answered incorrectly (without interruption), there is no penalty.
  - 3. There will be a ten (10) second allowance before the question is killed, and another toss-up will be read.
  - 4. If a question is answered by a contestant before he/she is recognized by the moderator, the answer, right or wrong, shall be disregarded, and the opposing team will have ten (10) seconds to buzz in. If the opposing team buzzes in after the individual is recognized, he/she will have 10 seconds to complete his/her answer.
  - 5. In case of undue audience participation or disturbance, the question involved shall be discarded, and a new question will be read after the audience has been reprimanded.
  - 6. When a toss-up question is missed by a participant who has attempted an answer after buzzing in and having been properly recognized, the question will be open for the other team to answer. Contestants from both teams are reminded not to confer during the toss-up questions, even if the other team has been recognized.
  - 7. The opposing team will have ten (10) seconds to buzz in after the moderator has indicated an incorrect answer. They will have ten (10) seconds to complete their answer after being recognized.

- x. In case of a protest:
1. The protest must be made on the spot. The match may be interrupted if a team captain feels a procedure is questionable. He/she should inform the moderator, and the protest shall be resolved by the moderator and timekeeper. Sponsors, coaches, and audience members may not interrupt for any reason. The team captain is to be aware of the SAEOPP Scholars' Bowl rules and procedures.
  2. Any decision to be made regarding the protest shall be made by the moderator, whose decision is final.
  3. In case a match is tied, toss-ups shall be read until the tie is broken.
  4. Final decisions shall be made by the Scholars' Bowl Committee on all matters not covered here.
  5. The answers on the moderator's cards are the only acceptable correct answers.

#### IV. QUIZ BOWL QUESTIONS WEBSITES

<u>Patricks Press, Inc.</u>	<a href="http://www.patrickspress.com/">www.patrickspress.com/</a>
<u>National Academic Quiz Tournaments (NAQT)</u>	<a href="http://www.naqt.com">www.naqt.com</a>
<u>Knowledge Master</u>	<a href="http://www.greatauk.com">www.greatauk.com</a>
<u>Thinking Cap</u>	<a href="http://www.thinkingcapquizbowl.com">www.thinkingcapquizbowl.com</a>
<u>Academic Bowl Online</u>	<a href="http://www.academicbowlonline.com">www.academicbowlonline.com</a>
<u>Questions Unlimited</u>	<a href="http://www.qunlimited.com">www.qunlimited.com</a>

## **Educational Opportunity Centers/Veterans Upward Bound Essay Competition**

### **I. BASIC INFORMATION**

- a. The essay topic will be provided to competitors in advance of the competition.
- b. Only one essay per program can be submitted prior to the competition date. Monetary prizes will be awarded in 1st, 2nd, and 3rd place.

## Pre-Collegiate & Collegiate (Open to all Programs) STEM Bridge Building Competition

### I. OVERVIEW

1. Using materials supplied by GASPP, students are tasked with designing and constructing a model bridge using the construction guidelines provided. The building of the bridges and the judging will take place at the annual GASPP Student Initiatives & Leadership Conference.
2. **Each team may consist of up to 6 students and one supervisor.** The bridge must be built at the competition within a 3-hour time limit. Each state may enter up to two teams: 1 from the collegiate competition and 1 for the pre-college competition. This is an engineering event; therefore, failure to adhere to the rules and regulations herein will incur penalties against the final score.

### II. MATERIALS

1. The bridge itself may only consist of the following materials:
  - i. Wooden craft balsa sticks
  - ii. Cyanoacrylate medium density super glue
  - iii. String
  - iv. GASPP STEM Bridge Building Rules Packet

### III. SPECIFICATIONS:

1. The bridge must have a minimum total length of 18 inches and have a clear span of 17 inches. The bridge must have a minimum width of 3.75 inches and a maximum width of 5 inches. The bridge must have a minimum height of 3.5 inches. There are no restrictions on the maximum length and height. See Figure 1.
2. The center of the bridge must have a gap in the top and bottom to allow for a chain and hook to pass through it so that a load can be applied to the bridge. This gap must be at least 1 inch wide and 1 inch long. The top of the bridge must have a flush surface around this gap, extending the width of the bridge and a minimum of 3.5 inches along its length. *See Figure 1 below.*

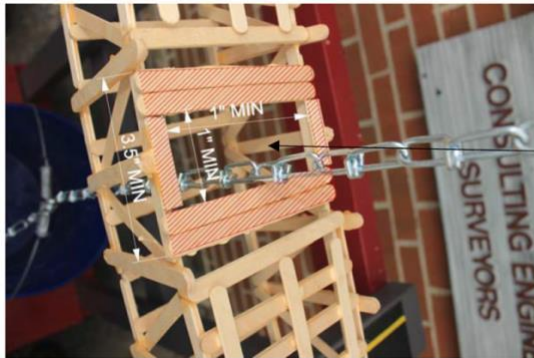


Figure 1



- No more than 2 craft sticks may be sistered/bonded together to form a single member. However, there can be an infinite number of craft sticks at a joint (*see figures 2-5*).

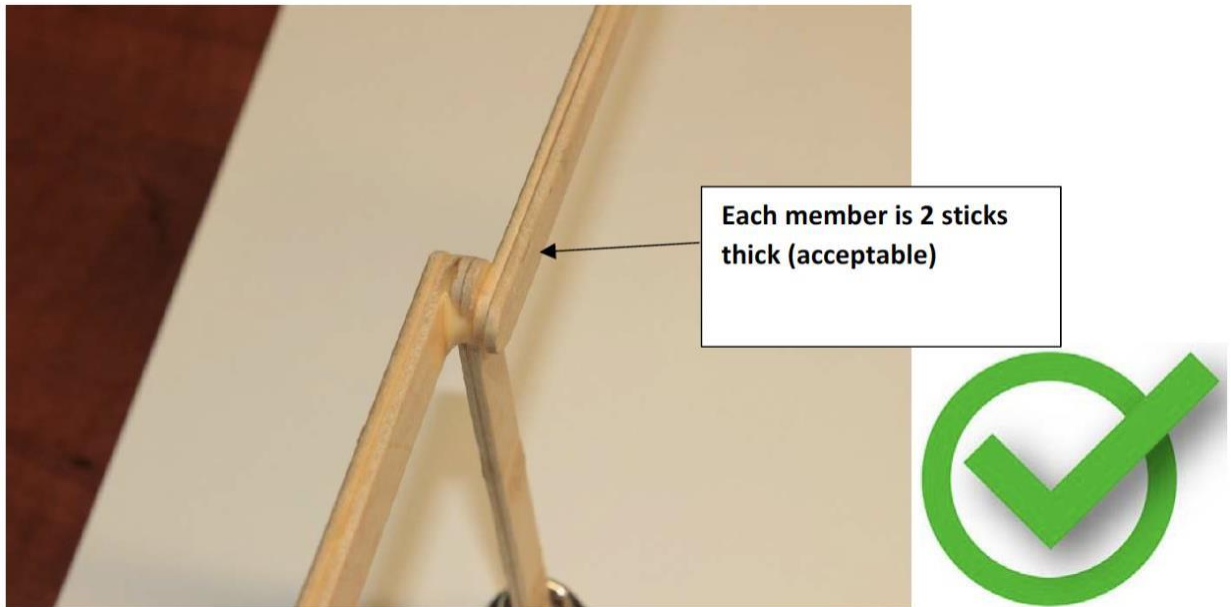


Figure 2

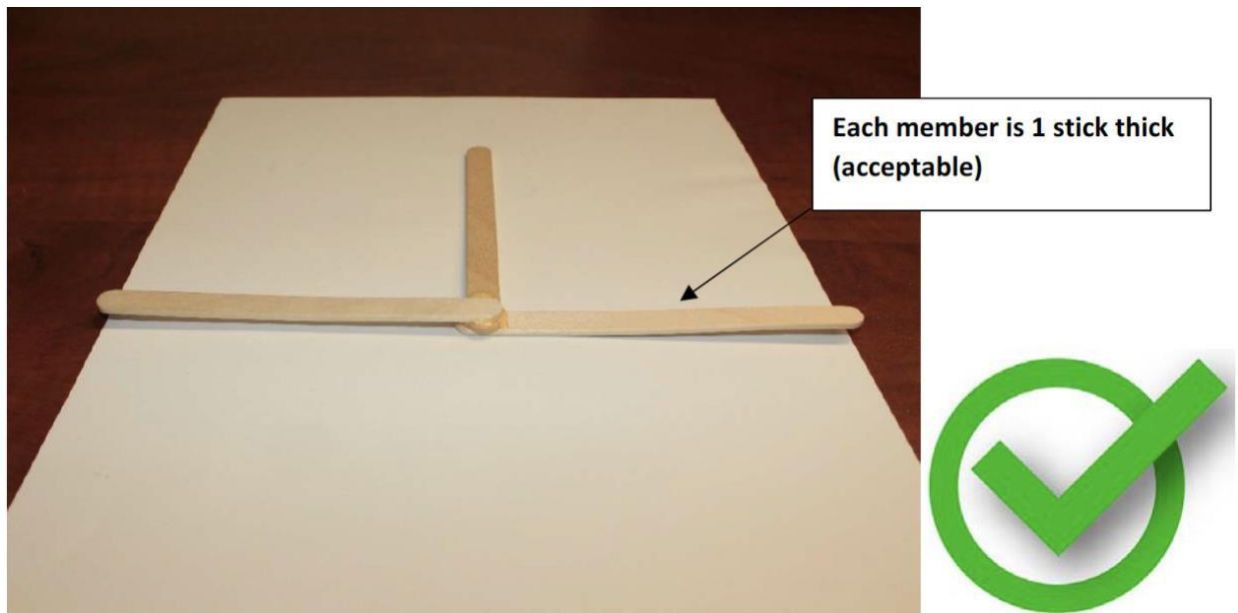


Figure 3

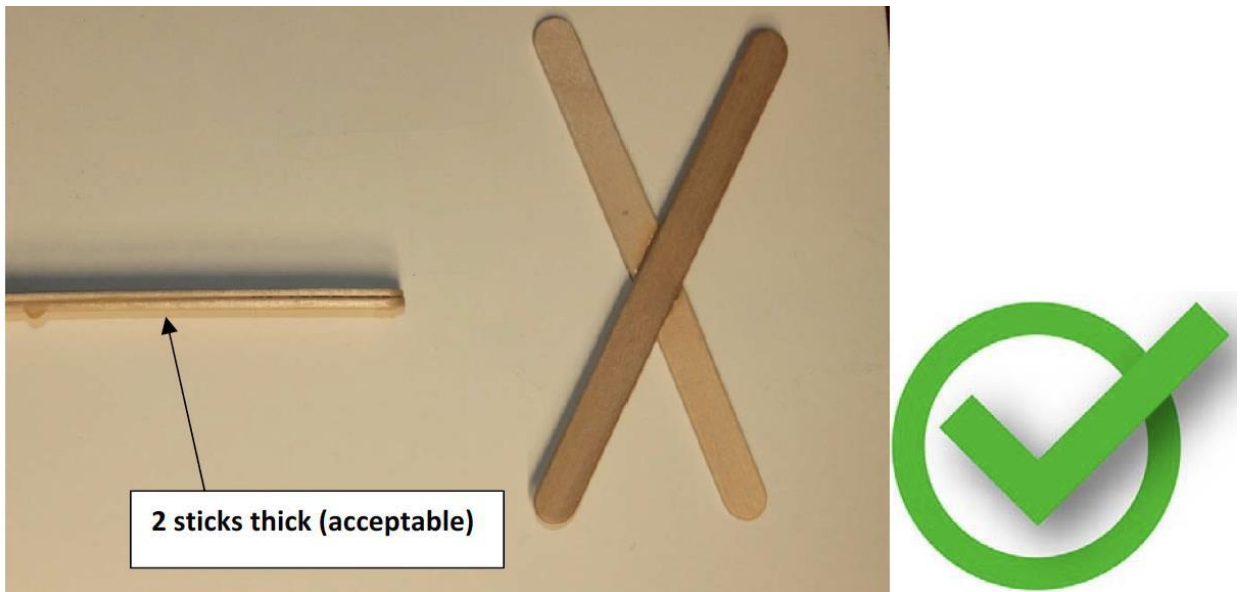


Figure 4

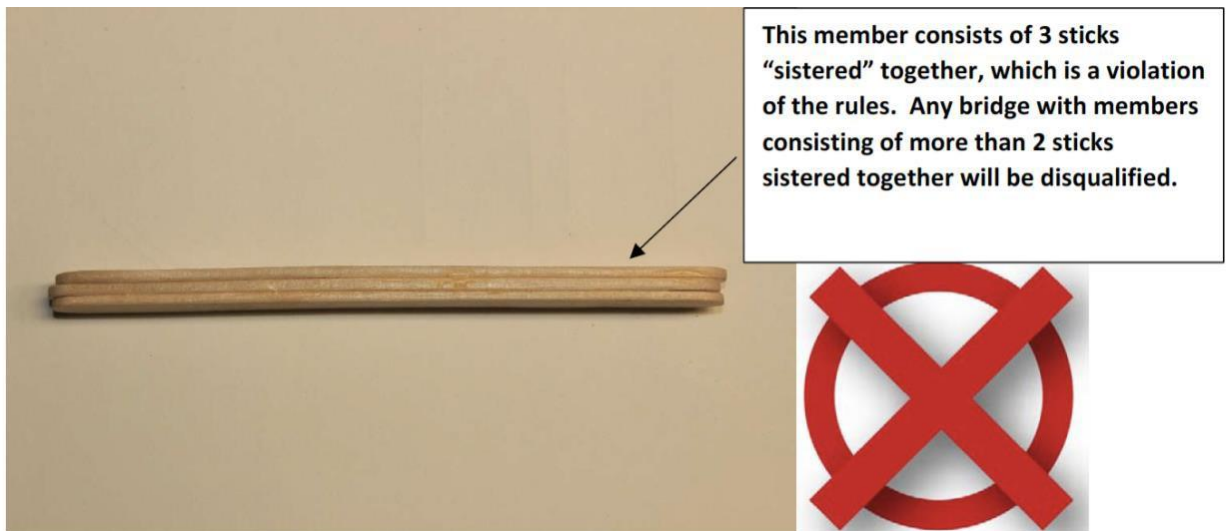


Figure 5

#### IV. CONSTRUCTION

1. TRIO Staff and chaperones may not in any way participate in assisting students during the actual building of the structure. Any questions related to construction should be directed to the Student Initiatives Committee onsite.
2. Any type of bridge may be constructed if it meets the following specifications.
3. All construction on the competing structure will be completed on competition day within the allotted 3-hour time limit.
4. Do not coat the bridge with any material (i.e., paint, stain, or glue).

#### V. BRIDGE LOADING & JUDGING

1. Each bridge will be loaded using an apparatus like that shown in Figure 6 below. This apparatus consists of a block placed on top of the bridge, from which a bucket on a chain will be supported. Weight will be added incrementally to this bucket until the bridge fails or the capacity of the bucket (approximately 100 pounds) is reached.
2. Each entry will be ranked based on the maximum load it supports at failure. If multiple bridges reach the maximum load without failure, entries will be ranked based on bridge weight (i.e., lightest to heaviest).



Sand and weights are added to the hanging bucket, which creates the load on the bridge.

Figure 6

## VI. HELPFUL LINKS, STRATEGIES, AND DIAGRAMS:

### LINKS

- [Balsa Wood Bridge Tips and Tricks](#) (Lyles School of Engineering – Purdue University)
- [How to Make a Balsa/Bass Wood Bridge | Step-by-Step Instructions](#) (Physics Burns)

### STRATEGIES

- Think about the forces in each member. Will it be tension or compression? In other words, are the members being stretched or crushed? Picture how the bridge will deflect – this will help you visualize the forces in the members. Long members in compression tend to buckle. A member that is long will buckle and therefore fail more easily than a short member of the same cross section.
- Think about where the maximum forces are going to be applied and how this might affect your construction method.

- Think about the most efficient use of the materials supplied. The aim is to use all the materials provided in your bridge design, except for these guidelines and the tube of glue itself.
- If you use the string to supplement the strength of balsa wood tension members, try tensioning the string. Untensioned string adds no benefit. You can tension the string by gently applying a compression force to your tension members while fixing the string in place until the glue dries. Remember to only apply force to your members once they have already been glued in position. Failure at support is common due to the shear forces present. Your design needs particular attention in these areas to make them strong and stable. The ability to resist shear forces depends on the amount of material used. Two pieces of balsa wood will have twice the strength to resist shear force than a single piece.
- Be as accurate as possible, keeping symmetry about the longitudinal axis of the bridge (parallel to the direction of the span). This will help the bridge load evenly and prevent twisting of the bridge as well as assist in maintaining stability.

### DIAGRAMS

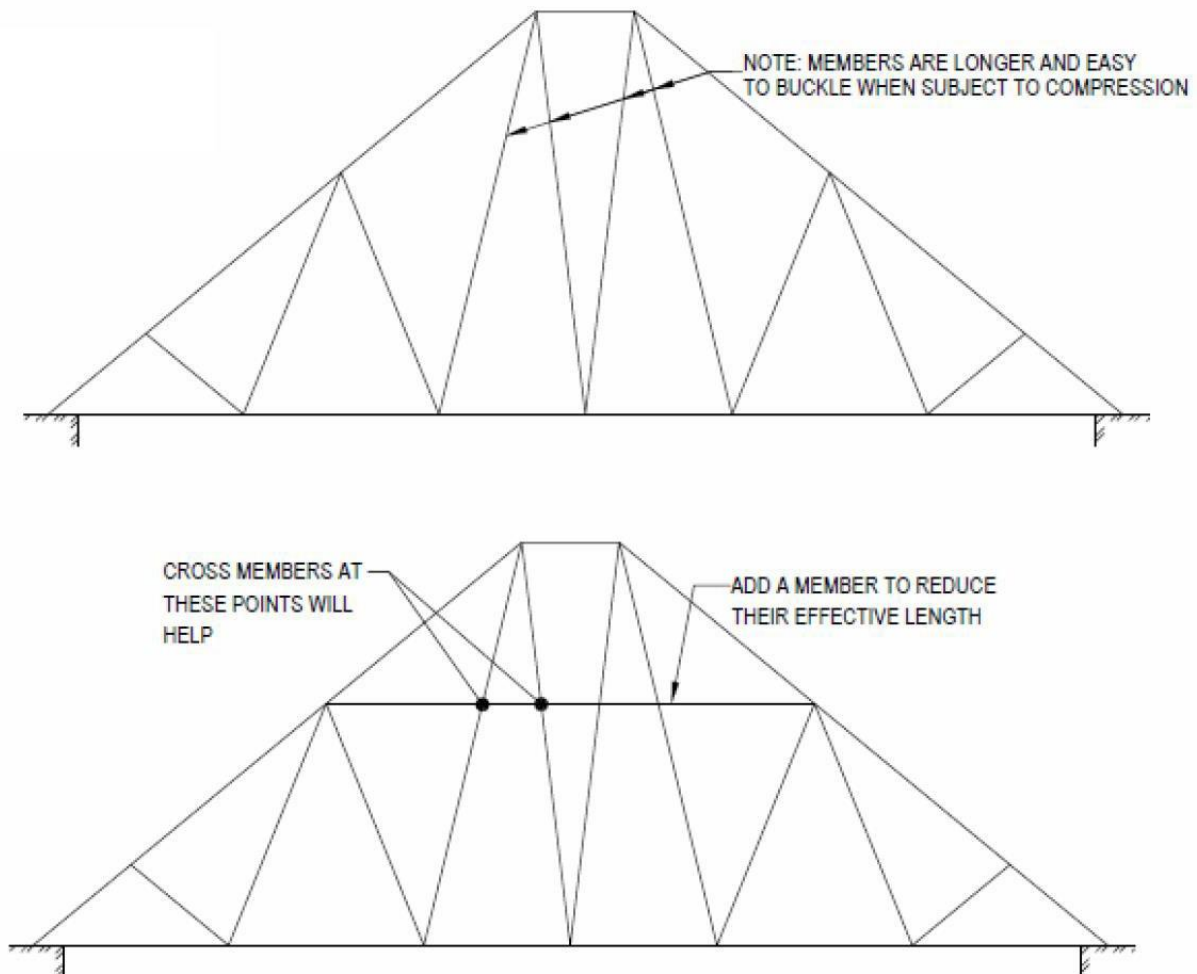


Figure 7

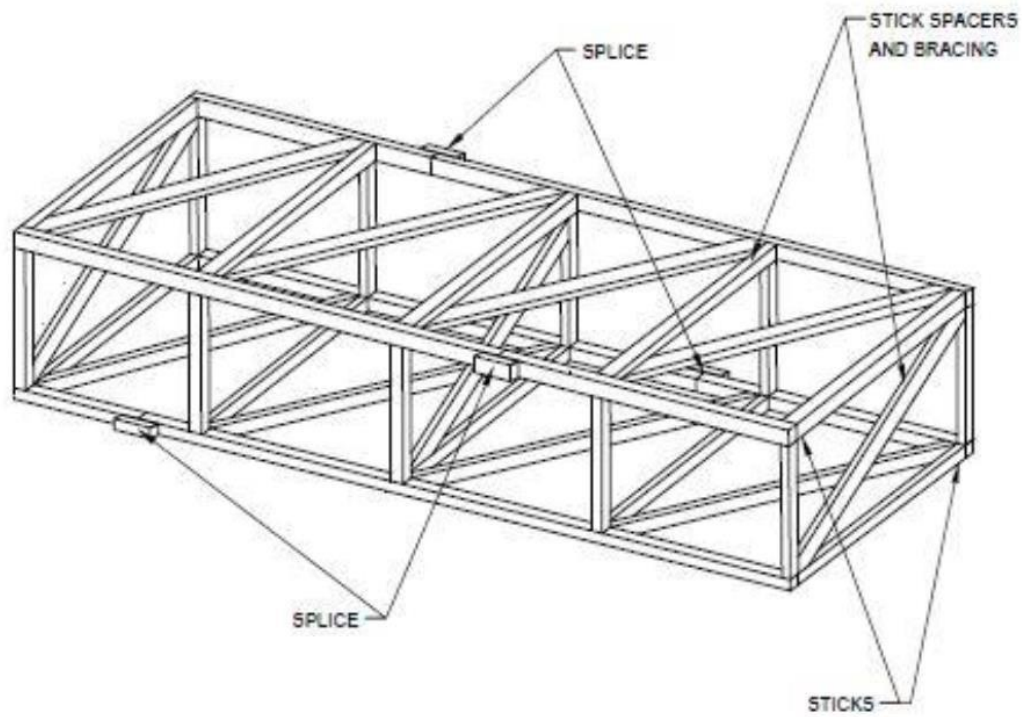
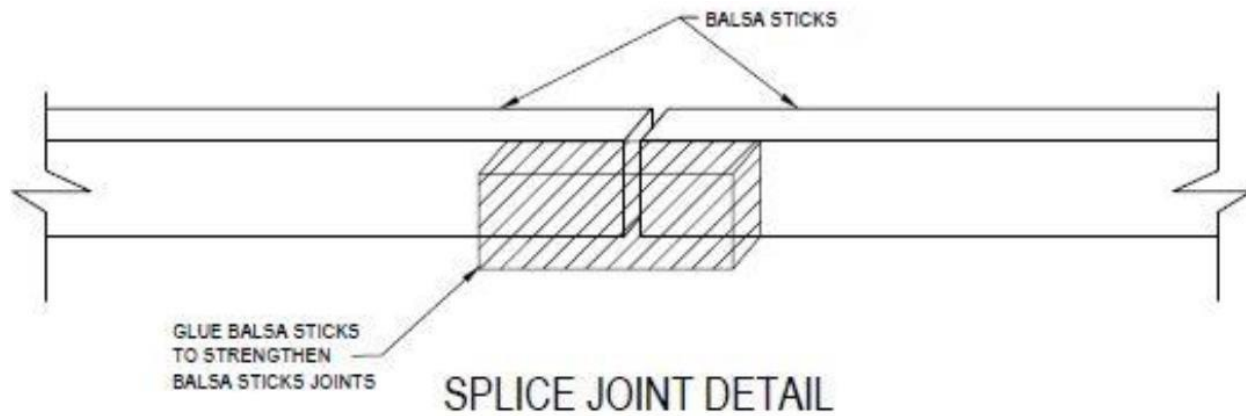


Figure 8

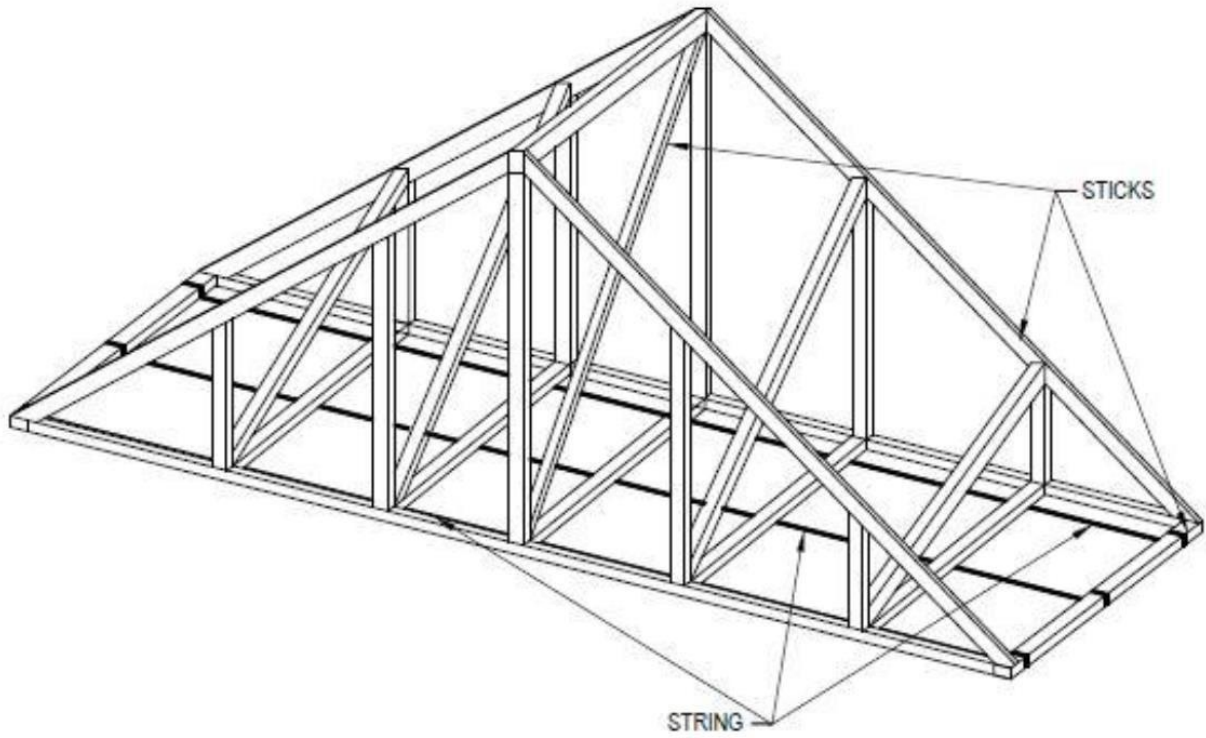


Figure 9

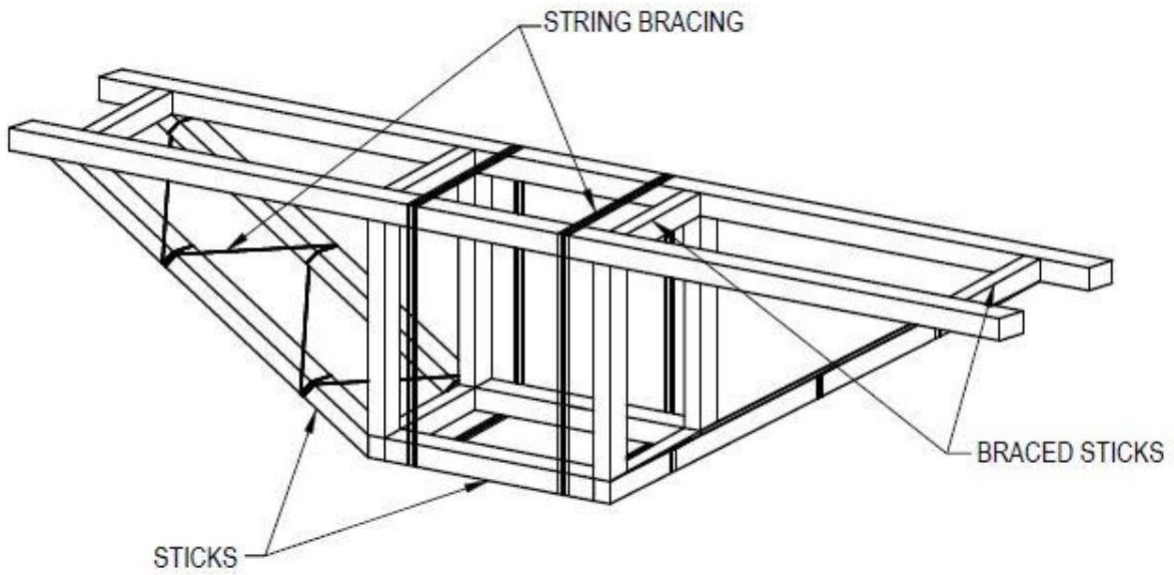


Figure 10

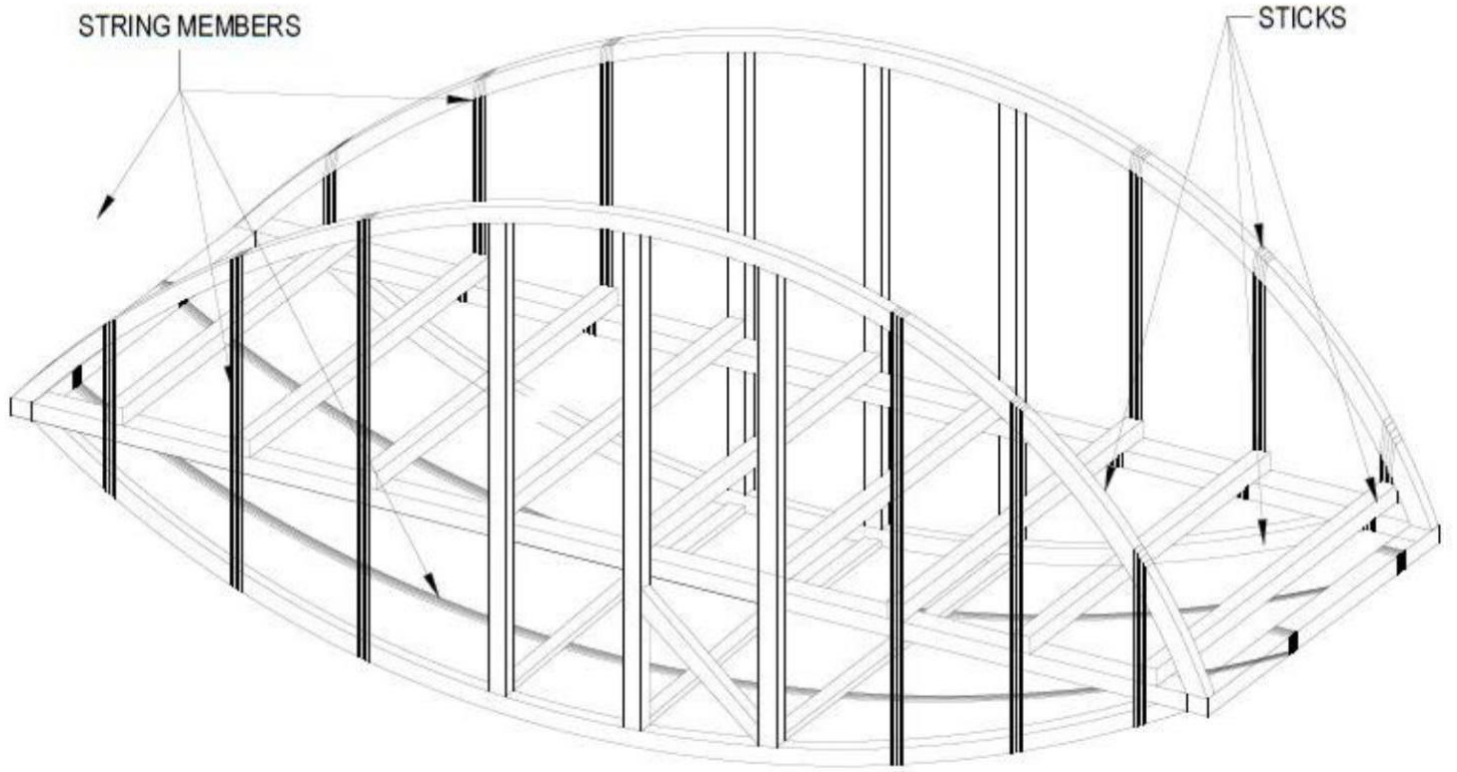


Figure 11

**Pre-Collegiate & Collegiate (Open to all Programs)**  
**Poetry Slam Competition**

**I. OVERVIEW**

1. Each solo poem must be of the poet's own creation.
2. Memorization is not required or necessary. The poet may choose to bring a sheet of paper or chapbook to the stage to read off their phone(s).
3. Each poet gets three minutes (plus a ten-second grace period) to read one poem. If the poet goes over time, points will be deducted from the total score by the scorekeeper. The poem/performance will lose .5 (point 5) off their score for every 10 seconds they go over.
4. The poet may use props, costumes, pre-recorded/taped music, or musical instruments while performing.
5. The poem may NOT include sexist, racist, homophobic, or transphobic comments. The poem must address the topic provided by the competition coordinator.