

UNITED STATES ACADEMIC DECATHLON

SUPER QUIZ™ GUIDELINES 2016

Format Summary

The Super Quiz™ Relay will use an automated response system (Clicker). This system will display the questions on a large screen for the audience as they are read aloud for the decathletes. Cumulative team scores will be displayed at the end of each relay round with the exception of the last round.

Students will be coming to the stage area as a group according to their GPA category. A total of 13 multiple-choice questions will be given for each relay round with five possible answer choices. Students will be able to respond as a team to each question after the Quizmaster begins reading the question. Students will have an additional 10 seconds after the last distracter has been read to make their decision.

Once the last answer choice has been read, team members can verbally communicate with each other (only non-verbal communication is allowed before the 10 second timer begins).

During the Super Quiz, students are expected to record one answer per team by pressing the appropriate button on the team assigned electronic keypad. The electronic keypad system will be used to calculate the team scores for all rounds of the Super Quiz only. One keypad per team will be issued.

All Varsity students will be tested with the first thirteen (13) questions, followed by the Scholastic students answering the next thirteen (13), and then the final thirteen (13) questions of the competition will be for the Honors students.

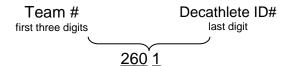
Questions and subjects are randomized. Questions are worth one point each for a total of 26 points, per team, per round. The Super Quiz awards will be presented immediately following the relay and are based the correct answers from each round. The perfect score would be 26 points x 3 rounds = 78 points.

The Super Quiz is a standalone event and scores will NOT be added to individual or team scores.

Overview

- Each team will have between 6 to 9 participants includes:
 - 2 3 Honor (3.75 4.00 GPA),
 - 2 3 Scholastic (3.00 3.74 GPA), and
 - 2 3 Varsity (0.00 2.99 GPA) decathletes.
- There will be a short welcome and then the Quizmaster will be introduced and will go over the rules and procedures.
- Students should sit as teams in the audience. Varsity will be the first group to be invited to the stage.

- There will be three rounds of 13 questions (2 questions, per subject, except for math. There will be 1 math question.)
- Decathletes will be able to deliberate with each other and will respond to the question collaboratively.
- The first round will have all Varsity decathletes, the second round will have all Scholastic decathletes and the third round will have all Honor decathletes.
- Each decathlete has a 4 digit identification number. The School ID is the first 3 digits and the fourth digit identifies the category (Honor = 1, 2, 3; Scholastic = 4, 5, 6; and Varsity = 7, 8, 9).



Example High School:

Seat	Round 1	Round 2	Round 3
Α	2607	2604	2601
В	2608 ≻Varsity	2605 ≻Scholastic	2602 ≻ Honor
С	لـ 2609	ر 2606	ر 2603

 During each round you will oversee three decathletes (some schools may have fewer than three decathletes in each category). They will all represent the same high school.

Instructions

- 1. You will stand beside your three contestants during each round. If you are in any way affiliated with that school, please proctor a different team.
- 2. **Scantron Answer Sheets:** We will not be using Scantron Answer Sheets for Super Quiz. Each team will have a clicker the team will use to select their answer.
- 3. **Clickers** will be assigned to each team. The back of the clicker will have a sticker with the team number and an "A", "B", or "C". For instance 26A, 26B, 26C. Clicker "A" should go to the Varsity round, "B" to the Scholastic round, and "C" to the Honors round. Students should sit in the following order:

Round 1	Round 2	Round 3
26A = 2607	26B = 2604	26C = 2601
26A = 2608	26B = 2605	26C = 2602
26A = 2609	26B = 2606	26C = 2603

Test Booklets: You will have three sets of test booklets (three copies of each category). Round
 VARSITY Test Booklet | Round 2: SCHOLASITC Test Booklet | Round 3: HONOR Test
 Booklet

As the Varsity decathletes are seated you will place on their desk a test booklet with the title "Varsity Test Booklet" printed on the front. Make sure they do not open these until the Quizmaster begins reading the first question. Make sure they do not move on to the next questions until the Quizmaster begins reading the next question. After the 13 questions for Varsity are done - collect the test booklets. You will distribute the appropriate test booklets for each round.

4. **Pencils:** Please place a pencil by each test booklet.

During the Competition

- 1. Each of the three groups of decathletes (Varsity, Scholastic, and Honor) will be asked 13 questions. The questions will be read from the Quizmaster and displayed on a large screen.
- 2. Once the question appears on the screen, the polling will be open and students can select their answer at any time using the team clicker. After the question and distracters have been read aloud students will have 10 more seconds to select their answer choice.
- 3. Students may deliberate non-verbally while the question and distracters are being read. After the final distracter is read for the question, students may verbally deliberate. Students should remember that you want only the team members at your station to hear your conversation.
- 4. The correct answer will then be announced and displayed on the screen.
- 5. The answer on the students' team clicker will automatically go away.
- 6. If there is a problem with your decathletes' team clicker, hold up the laminated Red Card that is in your packet and the floor monitor will come over and assist you.

At the End of Each Round (13 questions in a round)

- 1. Collect the test booklets from that round and return them to the proctor folder. Get the next set of test booklets ready to distribute.
- 2. Repeat for the next round of testing.

After the Final Round

- 1. Keep the Honor decathletes in their chairs until the Super Quiz activities have concluded.
- 2. Collect all test materials (pencils, score cards, etc.) and place them in the folder.
- 3. Return the folder to the Super Quiz Coordinator once the Super Quiz has concluded.

About the clicker:

Do I need to log into my clicker?

No, the clicker is registered to the team. The back of the clicker has a label with your team number on it and a letter A, B, or C.

The screen is blank how do I turn this on?

When you are ready to input an answer just push the letter choice of the answer you want. When you do this it turns the clicker on and sends your response. This occurs in microseconds and is considerably faster than 'bubbling'.

How do I know the computer registered my answer choice?

When you see a 'dot dot checkmark' on the bottom of your screen it verifies that your response has been saved by the computer that registers your answers.



I want to change my answer do I have to wait?

No, the transmission of data occurs in microseconds every time you change your answer, the display on the screen will display your actions, but holds the image so you can see what you have done. The actual data sends occur. There are one-million micro seconds in a second.

I pushed an answer and it read 'Not an Option Please Retry' what does that mean?

You pushed the button that is not one of the possible answer choices. Possible answer choices are A, B, C, D, or E. In this case you will need to wait until that message leaves your screen before entering an answer. For the best results push directly down on the button of the answer choice you want. If you lay your finger across the pad and push it is possible to hit more than one button.

I pushed my answer choice but it read 'Not Open', what does that mean?

The time to answer the question has ended or not begun. You can answer the question as soon as it appears on the screen and up to the end of the ten (10) second count down timer. Once the countdown timer closes you will not be able to submit a response. With a paper answer sheet you may have waited until the last moment to answer in case you changed your mind and therefore did not have to erase. With a clicker you can change your answer instantly, BUT if you wait until the last moment you do run a risk of not getting your answer in for scoring. A suggestion is to enter your first answer choice as soon as you think you know, you can always change your answer quickly, but if you wait until the last moment and push your answer when the timer runs out you will NOT be able to submit an answer.

My answer disappeared from the screen before the question 'closed', what happened?

The screen will stay on and display your last data entry for a few seconds then go to sleep. If you answered your question early enough it will go to sleep before the question closes (time runs out). When you enter your answer choice watch the screen of your clicker to see the 'dot dot check', this is your verification that your answer was saved on the computer.

SUPER QUIZ VOLUNTEER EVALUATION FORM

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Cha	art: Y = Yes	N = No	⑤ = Excellent Que	4 = Great		② = Below Average	① = Poor	Yes No	Rating
Do you feel you were given adequate training to perform your job? Comments:			Y N	\$\tag{4}\$ \$\tag{2}\$ \$\tag{1}\$					
2.	What was th	ne most critical	component of the	e training th	nat you found	valuable?			
3.		e allotted suffic suggestions):	ient for the train	ing?				Y	\$\\ \mathref{9}\\ \mathref{9}\\ \mathref{9}\\ \mathref{9}\\ \mathref{1}\\ \mathref{1}\
4.		e allotted suffic suggestions):	ient for each dec	athlete, juc	lging, etc., in t	he actual session?		Y	(5) (4) (3) (2) (1)
5.	Would you k this evaluati Comments:		ge again in the fu	iture? If ye	s, print name	and phone number	at the bottom of	Y N	
Additional comments can be made on the back of this evaluation form.									

Print Name (optional):	Phone:			
Fmail Address:				