CALIFORNIA ACADEMIC DECATHLON

A Contest of Academic Strength

Providing academic competition to encourage, acknowledge and reward academic excellence through teamwork among students of all achievement levels.

SUPER QUIZ

For More Information
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www.academicdecathlon.org

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/calacadec

Since 1968, the Academic Decathlon has grown into the premier scholastic competition in America. The Academic Decathlon was created to provide opportunities for high school students to experience the challenges of rigorous team and individual competition. Designed to provide a forum for celebrating and acknowledging scholastic achievement and academic excellence in the context of a team environment, the Academic Decathlon provides high school students the opportunity to participate in an educational forum that fosters a deep respect for knowledge, cooperation, and self-esteem.

http://www.academicdecathlon.org/round3teamreg.htm
GENERAL INFORMATION

OVERVIEW

- Each team will have 6 - 9 decathletes 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.

- Teams will march into the auditorium and sit in their assigned team sections.

- After announcements are made, Varsity will be invited to their assigned section on the competition floor. There will be a brief welcome and then the Quizmaster will be introduced and will go over the rules and procedures.

- The Scholastic and Honor decathletes will remain in their designated section of the auditorium until they are called to the competition floor.

- There will be three rounds of 15 questions. First question is a practice question and will not count.

- 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.

Example High School:

<table>
<thead>
<tr>
<th>ROUND 1</th>
<th>ROUND 2</th>
<th>ROUND 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>2607</td>
<td>2604</td>
<td>2601</td>
</tr>
<tr>
<td>2608</td>
<td>2605</td>
<td>2602</td>
</tr>
<tr>
<td>2609</td>
<td>2606</td>
<td>2603</td>
</tr>
</tbody>
</table>

- Varsity
- Scholastic
- Honor

- During each round you will oversee, up to, 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 sit beside your three Decathletes during each round. If you are in any way affiliated with that school, please proctor a different team.

2. Clickers: Each decathlete will be assigned a clicker to use to select their answers.

3. Clickers will be assigned to the team. The back of the clicker will have a sticker with a 4-digit ID. The first two digits will be the team number. The last two digits will identify the clicker number.

   For Example: Team #26 the team number followed by a 2

<table>
<thead>
<tr>
<th>Round 1 Decathlete ID</th>
<th>Round 2 Decathlete ID</th>
<th>Round 3 Decathlete ID</th>
</tr>
</thead>
<tbody>
<tr>
<td>2610 = 2607</td>
<td>2610 = 2604</td>
<td>2610 = 2601</td>
</tr>
<tr>
<td>2620 = 2608</td>
<td>2620 = 2605</td>
<td>2620 = 2602</td>
</tr>
<tr>
<td>2630 = 2609</td>
<td>2630 = 2606</td>
<td>2630 = 2603</td>
</tr>
</tbody>
</table>

4. Test Booklets: You will have three sets of different colored test booklets (three copies of each).

   Order Name on Booklet
   Round 1.......... VARSITY .......... Pink Test booklet
   Round 2.......... SCHOLASTIC .... Yellow Test Booklet
   Round 3.......... HONOR .......... Blue Test Booklet

   DO NOT distribute the test booklet "Varsity Test Booklet" printed on the front until the Quizmaster instructs you to distribute them. Make sure they put their name and Decathlete ID on the cover of the Test Booklet.

   DO NOT have them open the test booklet 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 15 questions for Varsity are done - collect the test booklets. You will distribute the appropriate test booklets for each round.

5. Place a lap board and pencil at each station (chair). As the Varsity decathletes are seated you will issue the appropriate clicker. Refer to the Team Roster provided in your SQ Kit.

   Mark “Absent” on the Team Roster if a Decathlete is not present for the round.

   CALCULATORS. Each Decathlete may bring one calculator to be used for Math questions, only. Calculators must be set on the floor until the Math Questions (last two questions in each round).
DURING THE COMPETITION

1. Each of the three groups of decathletes (Varsity, Scholastic, Honor) will be asked 15 questions (first question is a practice question and will not count). 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 decathletes can confer the question. Decathletes may select their individual answer any time using their clicker while polling is open. After the question and answer choices have been read aloud, decathletes will have 10 additional seconds to select their answer choice before polling closes. Math will be given 20 seconds.

3. Results of the teams selection is displayed on the screen before the answer is announced.

4. The correct answer will then be announced and displayed on the screen.

5. The answer on the decathletes’ clickers will go away. Decathletes will need to check a box on their test booklet if they got the question correct.

Honor 1

Which of the following was not a cause of WWI?

a. nationalism  
b. Balkan War  
c. Hundred Year War  
d. Stalingrad War  
e. Norman Conquest of England

Put a ✔ if correct

6. You will need to look at all test booklets to determine how many decathletes from that team answered that question correctly (0-3).

7. Show the audience how many of your decathletes answered correctly by holding up the laminated colored score card showing the correct number (one, two, or three). A card will “not” be raised if there was no correct answer that that question.
8. **Red Card.** If there is a problem with your decathletes or their clicker, hold up the laminated Red Card that is in your packet and the floor monitor will come over and assist you. The Red Card should not be raised once the Quizmaster begins reading the next question.

**AT THE END OF EACH 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 Students in their seats until the Super Quiz activities have concluded.

2. Collect all remaining test materials (tests, pencils, etc...) and return to Proctor Kit.

3. Collect the clickers and return them to the plastic bag they came in.

4. Turn in Proctor Kit containing ALL materials to the Super Quiz stage.
## Super Quiz School ID Numbers & Seat Assignments

Sample from Last Year

<table>
<thead>
<tr>
<th>School ID</th>
<th>School</th>
<th>County</th>
<th>Seat Section Number</th>
<th>Team</th>
<th>County</th>
<th>Seat Section Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>70</td>
<td>Ghidotti Early College</td>
<td>Nevada</td>
<td>6</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>35</td>
<td>Granada Hills Charter</td>
<td>LAUSD</td>
<td>2</td>
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<td></td>
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<tr>
<td>85</td>
<td>Granite Hills High</td>
<td>Tulare</td>
<td>4</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>89</td>
<td>Harbor Teacher Prep</td>
<td>LAUSD</td>
<td>6</td>
<td></td>
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<tr>
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<td>Hemet High School</td>
<td>Riverside</td>
<td>5</td>
<td></td>
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<tr>
<td>27</td>
<td>Hughson High School</td>
<td>Stanislaus</td>
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<tr>
<td>41</td>
<td>John Marshall H.S.</td>
<td>LAUSD</td>
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<tr>
<td>95</td>
<td>Las Plumas High</td>
<td>Butte</td>
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<tr>
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<td>Lemoore Middle</td>
<td>Kings</td>
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<td>25</td>
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<td>Los Angeles</td>
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<tr>
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<td>Marysville High School</td>
<td>Yuba</td>
<td>7</td>
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<td>80</td>
<td>Mater Del High School</td>
<td>SoCal Private</td>
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<tr>
<td>62</td>
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<tr>
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<td>North Hollywood High</td>
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<tr>
<td>81</td>
<td>Oak Ridge High School</td>
<td>El Dorado</td>
<td>9</td>
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<td></td>
</tr>
</tbody>
</table>
SUPER QUIZ MARCH IN INSTRUCTIONS ~ SAMPLE ~

1. Find your assigned team on the map and your location in the line up using your team ID: 50.
2. Your team will march in following the red arrows and sit in your designated seating section.
3. After introductions the Varsity students will be called down to the floor for round 1.
NXT CLICKER INFORMATION

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.

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 the Letter and/or a ‘dot dot checkmark’ on 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 countdown timer. Once the countdown timer displays zero (or says polling closed) you will not be able to submit a response. With a clicker you can change your answer instantly, BUT if you wait until the last moment you risk 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 period of time 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 selected Letter and ‘dot dot check’, this is your verification that your answer was saved on the computer.