



**JAPAN-AMERICA SOCIETY OF HAWAII (JASH)
JAPAN WIZARDS STATEWIDE ACADEMIC TEAM COMPETITION
February 24, 2018
8:00 a.m. – 3:00 p.m.
Kapiolani Community College (KCC)**

SCHOOL INFORMATION AND REGISTRATION PACKET

IMPORTANT: Please read carefully and distribute to your students. Please note that there is a new presentation component that has been added to the 2018 Japan Wizards Competition.

The Japan Wizards Statewide Academic Team Competition is a challenging, fun-filled academic team competition for Hawaii's high school students - those studying Japanese and those who have an interest in Japan. The Competition is organized by the Japan-America Society of Hawaii (JASH), a nonprofit, nonpartisan, 501 (c)(3) tax-exempt organization with the mission of promoting understanding and friendship between the people of the United States and Japan through the unique and special perspective of Hawaii. JASH programs, K-12, are aligned with the Hawaii Department of Education's Content Standards and are provided FREE to Hawaii's schools and students.

In the Japan Wizards Competition, students are asked about topics that include Japanese history, culture, arts, literature, daily life, and language. There are two main goals of the Competition:

- To help students develop lifelong skills in research, teamwork, personal responsibility, and experience working under pressure as they prepare for and participate in the Competition; and
- To stimulate their continuing study of Japan and the important U.S. – Japan relationship. Focus is placed on seeing different cultures and peoples from different perspectives.

An educational visit to Japan is awarded to the winning teams.

WITHDRAWALS

If circumstances require your school/team to withdraw from the Competition after your Registration has been confirmed, please contact JASH immediately. Although there is no monetary fee to participate in the JWC, if notification of withdrawal is after February 1, 2018, a fee of \$100 will be assessed and your school/team will be required to reimburse JASH for expenses (such as airfare) incurred by your withdrawal.



ELIGIBILITY

1. Who is **NOT** eligible to participate in the Japan Wizards Competition?
 - a. Student who is a native speaker of Japanese.
 - b. Student whose primary language in the home is Japanese (parents are native speakers of Japanese).
 - c. Student who participated in a study abroad program in Japan for more than one year.
 - d. Student who has lived in Japan for more than one year because of family circumstances, e.g., a parent is in the military service. However, on a case-by-case basis, as determined by JASH staff, a student may be considered eligible. Please contact the Educational Program Director before registering if there is a concern about the student's eligibility.
 - e. Student (not school) who previously won a trip to Japan through the Japan Wizards Competition cannot participate again.
 - f. Contact the Educational Program Director if the student is currently in an AP or Honors Level of Japanese to determine eligibility.

2. **NEW ELIGIBILITY REQUIREMENTS:** A team, comprised of three students, will compete in Level A or in Level B. **At least ONE student on each team must be enrolled in a Japanese language class.** Level A may be any combination of first- and second-year Japanese language students or have at least one Japanese language learner plus two students who are either in 9th or 10th grade. Level B may be a combination of third- and fourth-year Japanese language students or have at least one Japanese language learner plus two students who are either in 11th or 12th grade. *Example:* ABC High School enters a Level A team. At least ONE student on Team A **MUST** be currently enrolled in either the first or second year of Japanese language study.
3. A school may enter up to two teams, one at each level, and one filler team for any level. Example: ABC High School enters a Level A team and a Level B team plus one filler team at either Level A or B. Each team can have a separate advisor, **OR** one advisor can advise all teams from the same school.
4. A Filler team will be used **only** in the event an uneven number of teams has registered to compete. As each team will face two other teams in the competition, the total number of competing teams must be a multiple of three. A Filler team is not eligible to win any prize, including the Dr. Michael Leineweber Trip Award. If a Filler team is needed, the selection will be chosen based on date and time of registration, and number and levels of registered teams.
5. The school (not students) whose team won the Dr. Michael Leineweber Trip Award in 2017 is eligible to compete against other schools in JWC in 2018, and **can** be one of the 2018 JWC winning teams if they have the highest scores. However, that school **cannot** be entered into the "Dr. Michael Leineweber Trip Award" drawing in 2018.



STUDY GUIDES

Study Guides will be emailed to each registered team advisor by Friday, November 17, 2017.

**** NEW PRESENTATION COMPONENT ****

A new presentation component has been added to the 2018 JASH Japan Wizards Competition. Each team will be asked to create a short video that shows all three students on camera (talking/music optional). **The topic of the video, details on how to submit it, as well as a rubric to follow will be emailed to each registered team advisor by Friday, November 17, 2017.** The video must be between 60 – 70 seconds. This video is mandatory for all registered teams and will be worth a maximum of 20 points. The competition itself will still be the place where students can gain the most points (300 max). Top scoring videos may be played during the Awards Ceremony or lunch. **The video must be submitted to JASH by 11:59 p.m. on Saturday, February 10, 2018. All videos submitted become the property of JASH and will not be returned to the student/team.**

COMPETITION DAY - FEBRUARY 24, 2018

1. Check-in is scheduled in the KCC Cafeteria on February 24, 2018, 8:00 – 8:45 a.m. Teams must check-in by 8:45 a.m.
2. Students must check-in as a team (three students per team) without their advisor. Advisors will check-in separately in a different area from the Student Check-in area.
3. The Team Captain will draw a number that will determine the Competition Breakout Room and the time to compete.
4. Students who are not in compliance with the Student Rules of Conduct may be turned away.

ACTIVITY CENTER

Teams not in active competition are required to participate in Japanese cultural activities in the KCC Cafeteria. Family and friends are NOT allowed in the Activity Center. Students should not loiter outside or study in the Activity Center. Cameras are permitted in the Activity Center but NOT in the Competition Breakout Rooms.

COMPETITION

1. Three teams will compete in a Competition *Breakout* Room. A judge, moderator, timer, and scorer will serve on each Competition panel. Each competition will last approximately 45 minutes.
2. Teams are responsible for being on time to their respective Competition Breakout Room for the Competition.



3. There are three rounds in each Competition:

Round 1: 12 Team Questions, 10 points each

Questions are divided into four sets of three questions each per team.

The maximum number of points for Round 1 is 120 points.

Round 2: 15 Toss-up Questions, 5 points each

Three of the 15 Toss-Up Questions will have a Bonus Question, 5 points each.

The maximum number of points for Round 2 is 90 points (includes three Bonus Questions).

Round 3: 9 Team Questions, 10 points each

Questions are divided into three sets of three questions per team.

The maximum number of points for Round 3 is 90 points.

4. There is no partial credit for answers. There is no penalty for an incorrect response.
5. The Judge will make the final determination as to whether a response given by the student is correct or incorrect. All issues will be decided by the Judge. Arguing with the Competition Panel may be grounds for disqualification. All questions and comments should be brought to the attention of the JASH Educational Program Director after the team finishes its Competition, but before the Awards Ceremony.
6. Cell phones, Smart watches and all electronic devices must be turned off during the duration of the Competition. Recording devices of any kind are not allowed.
7. Students may **NOT** use notes, books, or any other type of written, audio, or visual aids during the Competition. All personal items will be placed in the back of the room. Students may only use the paper and pens provided by the Competition Panel if instructed to do so during the Competition.
8. Registered team advisors **will be** allowed to observe the competition rounds provided they do **NOT** discuss any aspect of the competition rounds with their students until the lunch portion of the program. Other spectators, including family and friends, are **NOT** allowed in the competition rooms. Official JASH volunteers and affiliated representatives may be monitoring the rooms and observing the competition.
9. In the event of a tie at Level A and/or Level B, a Tie-Breaker session will be held after all teams in that level have competed and points (including video points) have been tallied. Tie-Breaker sessions will consist of 10 Toss-Up Questions, 5 points each.

TEAM QUESTIONS: Round 1 and Round 3

1. Answers must be given by the **TEAM CAPTAIN** who has 20 seconds to respond with the answer once the Moderator has finished reading the question. The answer must be given completely within the 20-second time limit before the Timer calls "Time."



2. Conferring among team members **IS ALLOWED** for team questions.
3. Teams may ask the Moderator to repeat the question. However, the 20-second time limit begins once the Moderator has finished reading the question the first time.

TOSS-UP QUESTIONS: Round 2

1. Students **MUST** ring the bell to signal that they want to answer the question.
2. **Any student** can answer Toss-Up Questions. If that student provides an incorrect answer, no other student from that team may answer.
3. Conferring among team members is **NOT ALLOWED** for Toss-Up Questions, except for Bonus Questions.
4. Students may signal before the Moderator has finished reading the question. However, the Moderator will stop reading as soon as a signal has been given.
5. The 20-second time limit begins once a student has signaled or the Moderator has finished reading the question the first time.
6. The first student to signal will be called upon by the Timer to answer the question. Only that particular student may answer the question. Any answers given prior to that student being called upon will not be recognized. Only the answer given after the Timer has called on the student will be recognized.
7. If an incorrect response is given and students from the other two teams also **did** signal, the team that signaled second will be called upon to answer. If the second team gives an incorrect answer, the third team will be called upon to answer. Each team will be given 20 seconds to answer. **The Moderator will not repeat the question.**
8. If an incorrect response is given and students from the other two teams **did not** signal, the Moderator will repeat the question and the two teams will have an opportunity to signal. Each team that signals is given 20 seconds to answer. A team that provides an incorrect answer may not attempt to answer the same question again.
9. In the case of a tie between students ringing the bell, the final decision will be made by the Timer. If it cannot be determined who signaled first, those students will respond in writing. Teams whose students provided correct answers will be awarded full points.

BONUS QUESTIONS: Round 2

1. Three of the 15 Toss-Up Questions will have a Bonus Question, which is worth 5 points each.
2. Teams will be notified in advance whether a Toss-Up Question has a Bonus Question attached.
3. The Bonus Question will be directed to the team that correctly answered the Toss-up Question.
4. There is a 20-second time limit.
5. Conferring **is allowed**, but the Team Captain must give the answer.
6. If the Team Captain gives an incorrect answer, the Bonus Question is **not open** to other teams.



PRESENTATION COMPONENT: Video Points (maximum 20 points)

A maximum of 20 points will be given to each team who follows the rubric and submits a video that is 60-70 seconds in length by the deadline of February 10, 2018. These points will be added to the final score **before** a tie breaker round is determined.

LUNCH

Lunch will be served in the KCC Cafeteria following the Competition. Teams and advisors must remain in the Cafeteria area for the duration of lunch.

AWARDS CEREMONY (in the Cafeteria)

Family and friends will **ONLY** be allowed to observe the Awards Ceremony at approximately 1:30 pm after the completion of lunch.

JWC WINNING TEAMS

Plaques will be awarded to 1st, 2nd, and 3rd place teams in each level (Filler teams and 2017 JWC winning schools' teams scores will **NOT** be counted).

LEVEL A: The top scoring public school team **and** private school team in Level A will win a trip to Japan.

LEVEL B: The top scoring public school team **and** private school team in Level B will win a trip to Japan.

If the same school has top scoring teams in both Levels, **both** teams will be allowed to go to Japan.

DR. MICHAEL LEINEWEBER TRIP AWARD DRAWING

After all teams have competed in the 2018 JWC, and the four (4) winners of the Japan trips are determined, the remaining top scoring 20 teams (that have scored a minimum of 100 points total, including the video points) will be entered into a drawing to win the "Dr. Michael Leineweber Trip Award", which provides a trip to Japan, sponsored by Ms. Jean E. Rolles. **NOTE:** If a school has won this Award in 2017, it **is** eligible to compete against other schools in JWC in 2018. However, that school is ineligible to be entered into the "Dr. Michael Leineweber Trip Award" drawing in 2018.

EDUCATIONAL VISIT IN JAPAN

JASH will send a total of five teams to Japan in the summer of 2018, with one day set aside for JASH-sponsored activities. Each winning team will be required to include one of the following destinations in their trip itinerary: Ehime, Fukuoka, Tokyo, Hokkaido, Nagaoka, or another location TBD for a one-day educational visit. The team captains of the winning teams (including the winner of the Dr. Michael Leineweber Trip Award) will participate in a random drawing at the conclusion of the Awards Ceremony to determine the destination that their team will visit. Winning teams must work with the JASH staff on developing an itinerary to include an



educational experience in line with JASH objectives. The school/team will be responsible for all travel arrangements (and must work with JASH for inclusion of the JASH-sponsored portion) including passports and insurance. Trip reports/essays, pictures, and a video/slideshow presentation from each team must be submitted to JASH upon completion of the Japan trip.

Please note: The JWC is almost fully funded by grants from a variety of Foundations and private donors. It is JASH's intention to award five JWC trip grants to five teams in 2018. However, JASH reserves the right to reduce the number of awarded trips in the event that there is inadequate funding for this program.

ADVISOR RULES OF CONDUCT

Advisors will be provided with a Japan Wizards T-shirt to be worn during the Competition.

Responsible and respectful conduct, consistent with that required of the Advisor by his/her school, is JASH's expectation. This includes:

1. No smoking or engaging in any illegal activity.
2. Silencing/turning off cell phones and all electronic devices for the duration of the Competition.
3. Remaining in the Activity Center or Competition breakout rooms.
4. When allowed to sit in various sessions as an Observer, refraining from taking notes or having conversations that can disrupt the Competition.
5. Ensuring that his/her team's area is left clean and without trash before leaving the area.
6. Ensuring that parents, guardians, family members and friends do not visit students during the Competition. Parents, guardians, family members and friends may attend the Awards Ceremony from 1:30 pm only.

STUDENT RULES OF CONDUCT

Students will be provided with a Japan Wizards T-shirt to be worn during the Competition.

A student is not only a representative of him/herself but also of his/her school. Responsible and respectful conduct, consistent with conduct required of the student by his/her school, is JASH's expectation. This includes:

1. No smoking or engaging in any illegal activity.
2. Silencing/turning off cell phones and all electronic devices for the duration of the Competition.
3. Promptly checking in as a team and arriving at the assigned room(s) throughout the Competition rounds.
4. Participating in all activities including those in the Activity Center.
5. Remaining in the Activity Center, the Competition breakout rooms, or lunch area, as assigned.
6. Ensuring that parents, guardians, family members and friends do not visit students in the Activity Center, in breakout rooms during the Competition, or during lunch. Parents, guardians, family members and friends may attend the Awards Ceremony from 1:30 pm only.



7. Students will wear appropriate length pants (shorts are not allowed). Females may also wear appropriate length skirts. Students who are not in compliance with the dress code may be turned away during Check-in.
8. Refraining from asking other students what school they are from. Representation in the Competition is intended to be anonymous.
9. Contacting their advisor, JASH staff, or any volunteer in the event of an emergency.

JASH CONTACT

For more information, please contact JASH Educational Program Director, Elizabeth Stanton-Barrera, at ebarrera@jashawaii.org or (808) 524-4450.

REGISTRATION DEADLINE

The Registration Deadline is Friday, November 10, 2017. Fill out and submit pages 9-16 of this packet. The Registration Form is the official form that must be mailed (postmarked), faxed or emailed to JASH by the deadline, along with Consent Forms for each team member and advisor.



2018 JWC TEAM REGISTRATION FORM

Please mail (postmark), fax, or email by **Friday, November 10, 2017** to:

Japan-America Society of Hawaii, 1600 Kapiolani Blvd Ste 204 Honolulu, Hawaii 96814-3878

Phone: 808-524-4450 · Fax: 808-524-4451 · Email: ebarrera@jashawaii.org · www.jashawaii.org

School Name _____

Principal _____

Address _____

City _____ Zip Code _____

Phone _____ Fax _____ Total # of Teams Entered: _____

* Neighbor Island Tickets Requested: _____ * Closest Airport _____

*** FOR NEIGHBOR ISLAND TEAMS ONLY:** *The Transportation Security Administration (TSA) requires that all passengers provide their name (as it appears on a government issued I.D.), gender, and birthdate (mm/dd/yyyy) at the time of booking the reservation, and to check in and obtain a boarding pass. Please provide the following information, which will be kept confidential and used for the sole purpose of booking your airfare. Birthdate and gender information are not needed from Oahu participants.*

Team 1

Team Advisor Name (Dr./Mr./Mrs./Ms.) _____

Preferred Phone _____ Fax _____

Email _____

T-Shirt Size (select one) S M L XL XXL

*Gender (M/F): _____ *Birthdate (mm/dd/yyyy) _____

Team Level (choose one): A (1st and 2nd Year Students) B (3rd and 4th Year Students)

Full Name (First, Middle, Last)	Grade (9, 10, 11, or 12)	T- Shirt (S, M, L, XL, XXL)	Birthdate (mm/dd/yyyy)
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1. Captain: _____

Please circle: *Gender (M/F) Japanese student (Y/N): - Level of Japanese (1,2,3 or 4)

2. Member: _____

Please circle: *Gender (M/F) Japanese student (Y/N): - Level of Japanese (1,2,3 or 4)

3. Member: _____

Please circle: *Gender (M/F) Japanese student (Y/N): - Level of Japanese (1,2,3 or 4)



2018 JWC TEAM REGISTRATION FORM Team 2 (if applicable)

(If different advisor from above)

Team Advisor Name (Dr./Mr./Mrs./Ms.) _____

Preferred Phone _____ Fax _____

Email _____

T-Shirt Size (select one) S M L XL XXL

*Gender (M/F): _____ *Birthdate (mm/dd/yyyy) _____

Team Level (choose one): A (1st and 2nd Year Students) B (3rd and 4th Year Students)

Full Name (First, Middle, Last)	Grade (9, 10, 11, or 12)	T- Shirt (S, M, L, XL, XXL)	Birthdate (mm/dd/yyyy)
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1. Captain: _____

Please circle: *Gender (M/F) Japanese student (Y/N): - Level of Japanese (1,2,3 or 4)

2. Member: _____

Please circle: *Gender (M/F) Japanese student (Y/N): - Level of Japanese (1,2,3 or 4)

3. Member: _____

Please circle: *Gender (M/F) Japanese student (Y/N): - Level of Japanese (1,2,3 or 4)

Team 3: FILLER TEAM (if applicable)

(If different advisor from above)

Team Advisor Name (Dr./Mr./Mrs./Ms.) _____

Preferred Phone _____ Fax _____

Email _____

T-Shirt Size (select one) S M L XL XXL

*Gender (M/F): _____ *Birthdate (mm/dd/yyyy) _____

Team Level (choose one): FILLER A (1st and 2nd Year Students) FILLER B (3rd and 4th Year Students)

Full Name (First, Middle, Last)	Grade (9, 10, 11, or 12)	T- Shirt (S, M, L, XL, XXL)	Birthdate (mm/dd/yyyy)
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1. Captain: _____

Please circle: *Gender (M/F) Japanese student (Y/N): - Level of Japanese (1,2,3 or 4)

2. Member: _____

Please circle: *Gender (M/F) Japanese student (Y/N): - Level of Japanese (1,2,3 or 4)

3. Member: _____

Please circle: *Gender (M/F) Japanese student (Y/N): - Level of Japanese (1,2,3 or 4)



School Name _____

Total # of Teams Entered: _____

SCHOOL CERTIFICATION

I have read the Rules and Information that includes the Advisor/Student Rules of Conduct and also the Consent/Media Release forms **and have distributed copies to each student.** To my knowledge, the above information is accurate. The students meet the eligibility requirements and are allowed to compete in the indicated Level(s) on February 24, 2018.

If my school/team withdraws from the Competition after registration has been confirmed, I will contact JASH immediately by email or phone. Although there is no fee to participate in the JWC, if my team withdraws after February 1, 2018, I understand that a fee of \$100 will be charged and my school/team will reimburse JASH for any expenses (such as airfare) incurred by the withdrawal.

Teacher's Signature: _____

Print Name _____ Date _____

Principal's Signature: _____

Print Name _____ Date _____

Note: Registration confirmation will be sent to the team advisor by email. All forms MUST BE SIGNED AND DATED.



JASH Japan Wizards Statewide Academic Team Competition
February 24, 2018
Kapiolani Community College

CONSENT / MEDIA RELEASE

(for persons 18 years or older)

I, (Mr., Mrs., Ms.) _____, consent to participate in all activities associated with the Japan-America Society of Hawaii (JASH) Japan Wizards Statewide Academic Team Competition. I am of legal age and give JASH permission to publish in print, electronic or video format the likeness or image of myself, and to use such imagery in any manner consistent with the promotion of JASH. I release all claims against JASH with respect to copyright ownership and publication including any claim for compensation related to the use of materials. I hereby release JASH, its officers, staff, and volunteers from any action of any nature whatsoever arising from my participation in any and all activities associated with the Japan Wizards Competition.

(Name)

(Signature)

(Date)

NOTE: DO NOT use this form if you are a person under the age of 18. Parents, guardians, family members and friends are NOT allowed to visit students in the Activity Center, in any breakout rooms during the Competition, and during lunch. They are welcome to attend the Awards Ceremony from 1:30 pm.



JASH Japan Wizards Statewide Academic Team Competition
February 24, 2018
Kapiolani Community College

PARENTAL CONSENT / MEDIA RELEASE

(for persons under the age of 18)

I, (Mr., Mrs., Ms.) _____, the parent or legal guardian of _____ (Student Name) from _____ (School Name), give my consent for him/her to participate in all activities associated with the Japan-America Society of Hawaii (JASH) Japan Wizards Statewide Academic Team Competition. I also give JASH permission to publish in print, electronic or video format the likeness or image of my child named above, and to use such imagery in any manner consistent with the promotion of JASH. I release all claims against JASH with respect to copyright ownership and publication including any claim for compensation related to the use of materials. I hereby release JASH, its officers, staff, and volunteers from any action of any nature whatsoever arising from my child's participation in any and all activities associated with the Japan Wizards Competition.

(Print Name of Parent or Legal Guardian)

(Signature of Parent or Legal Guardian)

(Date)

NOTE: DO NOT use this form if you are a person over the age of 18. Parents, guardians, family members and friends are NOT allowed to visit students in the Activity Center, in any breakout rooms during the Competition, and during lunch. They are welcome to attend the Awards Ceremony from 1:30 pm.