



YOUTH PROGRAMS

Trivia Cup

for Deaf and Hard of Hearing Students

Rules and Guidelines

2021-2022 Competition Year

(New/changed information is highlighted in yellow)

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1. INTRODUCTION

The Trivia Cup is an annual online competition sponsored by Gallaudet University through its Youth Programs office. The competition consists of five (5) online individual trivia events for Middle School and High School students, one (1) in-person trivia event for High School students, and two (2) online individual trivia events for elementary students.

This *Rules and Guidelines* booklet governs the newly formed Trivia Cup for Deaf and Hard of Hearing Students (hereafter Trivia Cup). This is the second year of the Trivia Cup competition.

2. OBJECTIVES

The purpose of the Trivia Cup is to foster the pursuit of academic excellence; promote a spirit of academic competition and good sportsmanship; and encourage social opportunities and collegiality among students.

3. ELIGIBILITY

3A. GENERAL ELIGIBILITY

The Trivia Cup is open to individual High School, Middle School, and elementary deaf and hard of hearing students currently enrolled in any K-12 school in the world. Elementary students will participate in the two trivia cup events designated for elementary students. Middle school students will only be able to participate in the Preliminary stage of each Trivia Cup event and the Middle School Finals for each Trivia Cup event. High school students will be eligible for all four stages of each Trivia Cup event: Preliminaries, Ranking Test, Playoffs, and the Finals. Individuals may come from residential schools, day schools, mainstream programs, homeschooling programs, or any other type of educational program having High School, Middle School, or elementary-aged deaf or hard of hearing students.

3B. INDIVIDUAL ELIGIBILITY

All Trivia Cup participants must be deaf or hard of hearing. The Youth Programs office reserves the right to request verification from a school official or an audiologist of a participant's hearing status.

High school participants must take all their courses at the ninth grade level or above. Middle school participants must take all their courses at the sixth, seventh, or eighth grade levels. Elementary participants must take all their courses at the third, fourth, or fifth grade levels.

High school participants may take college courses, but these courses must not constitute more than 50 percent of the student's total course load. Students taking more than 50 percent of their courses in college or in High School-based concurrent enrollment programs are not eligible

for the Trivia Cup competition. Middle school participants may take High School courses, but these courses must not constitute more than 50 percent of the student's total course load. Elementary participants may take Middle School courses, but these courses must not constitute more than 50 percent of the student's total course load.

A student's eligibility for the Trivia Cup is limited to a total of four years in High School, and three years in Middle School. If a student attends High School for five years, that student may participate in the Trivia Cup for only four of the five years. If a student attends Middle School for four years, that student may participate in the Trivia Cup for only three of the four years. Years of participation need not be consecutive.

4. TRIVIA CUP SCHEDULE

For the 2020-2021 Trivia Cup, the schedule of the events is as follows:

Trivia Cup Registration

September 8, 2021

Elementary Trivia Cup #1 (Topic TBA)

September 21, 2021 at 1 pm EST

Preliminary Stage for Middle School and High School

September 28, 2021 - Fun Topic TBA

October 5, 2021 at 1 pm EST and 7 pm EST- Mathematics

October 7, 2021 at 1 pm EST and 7 pm EST- Science and Technology

October 12, 2021 at 1 pm EST and 7 pm EST- Language and Literature

October 14, 2021 1 pm EST and 7 pm EST- Social Studies

Ranking Test Stage for High School

October 25 - 29, 2021 at various times throughout the day

Elementary Trivia Cup #2 (Topic TBA)

November 2, 2021 at 1 pm EST

Finals Stage for Middle School

November 8, 2021 at 7 pm EST

Playoffs Stage for High School

November 10, 2021 at 7 pm EST

Finals Stage for High School (in-person competition)

May 20 - 23, 2022 @ Gallaudet University campus

5. REGISTRATION OF INDIVIDUALS

Every fall, the Youth Programs office will provide information about registration to schools, programs, and individuals. Registration takes place online through the Youth Programs website. For the 2021-2022 competition, registration will open on Wednesday, September 8, beginning at 6:00 p.m. Eastern Time. Participants can register for one, some, or all of the five events. We will accept registrations for each event up to a week prior to the event.

We are accepting an **unlimited** number of participants for the Trivia Cup. High School participants are automatically considered for the Individual competition overall prize when they participate in at least one of the four core Trivia Cup events (Language and Literature, Mathematics, Science and Technology, and Social Studies). We encourage High School participants to participate in more than one core event for a better chance of winning the Individual competition overall prize. Middle school students will be welcome to participate in all of the Preliminary events but will not be eligible for the Individual competition overall prize.

There is no registration fee for the Trivia Cup.

The Youth Programs office will send each registered individual an email message acknowledging registration. All follow-up communication will be done via email.

6. COMPETITION FORMAT

Due to the large number of individuals expecting to sign up for each event during the Trivia Cup competition, each event will be broken down into four stages.

The Trivia Cup **Preliminary** stage will consist of a 32-question Kahoot trivia event conducted via Zoom. This event will be broadcast live on Facebook, but to ensure their privacy, all participants will be assigned a pseudonym (fake name). The top 32 High School players will advance to the Ranking Test stage. The top 16 Middle School players will advance to the Finals stage.

The Trivia Cup **Ranking Test** stage will consist of a 16-question Ranking Test. This Ranking Test will be conducted with Gallaudet University student ambassadors at times that fit each player's schedule. The top 16 High School players from this stage will then advance to the Playoffs stage.

The Trivia Cup **Playoffs** stage will consist of a tournament bracket for the top 16 High School players from the Ranking Test stage. The participants will use their actual names, and we will show this event live on Facebook.

The Trivia Cup **Finals** stage will consist of a tournament bracket for the top 4 High School players from the Playoffs stage. For Middle School participants, we will show this event live on Facebook. For High School participants, the Finals will take place at Gallaudet University in person if conditions permit us to do so.

7. COACHES

It is NOT a requirement for individuals to have coaches for the Trivia Cup competition. Participants are welcome to have coaches, and schools/programs are welcome to provide coaches for participants.

The Coach's role is to:

- Help them register for the individual competitions
- Prepare, support, and advise them before and after the competitions

Coaches will not be allowed to be a part of the Zoom meetings and will only be able to follow along via the Facebook live stream. Coaches may take notes during the competition as part of their coaching strategy.

8. PLAYERS' ATTIRE AND BACKGROUND

All individual participants who advance to the Playoffs and Finals events shall keep in mind that they represent their school and/or themselves at all times, and be conscious of how they present themselves to other Trivia Cup participants and the general public since the events will be live streamed. As such, all Playoffs and Finals participants shall wear appropriate apparel during the live stream. At a minimum, their shirts shall include the school/program name OR be a solid color without any distracting prints or information on the shirt.

Each individual's background should be a solid colored (any color) wall with the camera directed towards the person and the solid color wall in the background.

Before the live stream of each Playoffs and Finals competition starts, the Youth Programs office reserves the right to request that an individual change to appropriate attire.

9. ACCESSIBILITY ACCOMMODATIONS/INTERPRETERS

Advance notification of all accessibility accommodations is required at the time of registration to allow appropriate accommodations to be made. We cannot accommodate last-minute requests and will only accept requests that are made at least a week prior to the Preliminary competition that the participant plans to participate in.

Interpreters: Students may request interpreters to aid in orientation, during introductions and objections, and other special circumstances. Because the competition itself is visual, interpreters will not be used during the actual showing of questions and answers.

Vision and Perception: A player may request accommodations for a vision or perceptual impairment; for example, the need for a font style, size, or color change, or a background color or intensity change. If samples of our questions or Powerpoints are needed to determine if a vision-related accommodation request is needed, please contact us at youthprograms@gallaudet.edu.

All other situations requiring special accommodations should be brought to the attention of the Youth Programs office at least one week prior to the competition in which the participant plans to enter. We cannot guarantee that last-minute requests will be accommodated.

10. COMPETITION PROCEDURES

10A. Trivia Cup Preliminary Procedures

The Youth Programs office will contact each registered individual for each event and assign them a pseudonym. A Zoom meeting ID will be shared with participants for each event. Each participant will join the Zoom meeting at the assigned time. Once they are in the Zoom meeting, the Kahoot! Trivia PIN number will be provided. They will need a second device to be able to play along.

The composition of each Preliminary Kahoot! Trivia Cup event will be as follows:

- 1) Two warm-up questions before the Preliminary event starts.
- 2) **Thirty-two (32) questions** from the assigned topic (i.e., Mathematics) will be given using a combination of short answer questions and multiple choice questions.
- 3) **After the Preliminary competition has ended, participants will be informed via email if they have advanced to the Middle School Finals or High School Ranking Test. We will announce the top four Middle School students and the top 32 High School students in each event after each Preliminary event.**

10B. Trivia Cup Ranking Test Procedures

The Youth Programs office will contact each Ranking Test participant (top 32 High School students from the Preliminary competition for each event). A time slot form will be sent to each participant and they will choose a time that fits their schedule. A Zoom meeting ID will be shared with participants for each time slot. Four (4) participants will join the Zoom meeting at their assigned time, and the meeting will be led by a Gallaudet University student ambassador. Once they are in the Zoom meeting, a PowerPoint will be shared.

The composition of each Ranking Test stage will be as follows:

- 1) Sixteen (16) questions from the assigned topic (i.e., Mathematics) will be given using a combination of short answer questions and multiple choice questions.
- 2) Each question will be shown with a 30 second timer (1 minute timer for the Mathematics event).
- 3) After the Ranking Test has ended, participants will be informed via email if they have advanced to the Playoffs. We will announce the top 16 High School students in each event.

10C. Trivia Cup Playoffs Procedures

The Youth Programs office will contact each Playoffs participant (top 16 High School students from the Ranking Test competition for each event). A Zoom meeting ID will be provided. Each participant will join the Zoom meeting at the assigned time. For this stage, a PowerPoint will be used. We will have players play against each other in a head-to-head, single-elimination tournament format. The Youth Programs office will ask two participants at a time to show their videos and only the moderator and the two participants will be seen at any one time. All other participants will hide their videos until it is their turn to play.

The composition of each Playoffs stage will be as follows:

- 1) Each of the 16 Playoffs participants will be seeded #1 through #16 based on their performance in the Ranking Test competition.
- 2) The Round of 16 will see the following matchups.

#1 vs #16

#8 vs #9

#4 vs #13
#5 vs #12
#3 vs #14
#6 vs #11
#7 vs #10
#2 vs #15

Three (3) questions will be given and the player with the most correct answers will advance to the next round. If there is a tie after three questions, more questions will be given until the tie is broken.

- 3) The Quarterfinals round will see the following matchups below. Five (5) questions will be given and the player with the most correct answers will advance to the next round. If there is a tie after three questions, more questions will be given until the tie is broken.

Winner of #1/#16 vs Winner of #8/#9
Winner of #4/#13 vs Winner of #5/#12
Winner of #3/#14 vs Winner of #6/#11
Winner of #7/#10 vs Winner of #2/#15

10D. Trivia Cup Middle School Finals Procedures

The Youth Programs office will contact each Finals participant (top 4 Middle School students from the Preliminary competition for each event). A Zoom meeting ID will be provided. Each participant will join the Zoom meeting at the assigned time. For this stage, a PowerPoint will be used. We will have players play against each other in a head-to-head, single-elimination tournament format. The Youth Programs office will ask two participants at a time to show their videos and only the moderator and the two participants will be seen at any one time. All other participants will hide their videos until it is their turn to play.

The composition of each Middle School Finals stage will be as follows:

- 1) Each of the 4 Middle School finalists will be seeded #1 through #4 based on their performance in the Preliminary competition.
- 2) The Semifinals round will see the following matchups.

#1 vs #3
#2 vs #4

Five (5) questions will be given and the player with the most correct answers will advance to the Championship round. If there is a tie after five questions, more questions will be given until the tie is broken.

- 3) In the Championship round, the winners of the Semifinals matches will play against each other. Seven (7) questions will be given and the player with the most correct answers will win the Finals stage of the Trivia Cup event. If there is a tie after seven questions, more questions will be given until the tie is broken.

10E. Trivia Cup High School Finals Procedures

The Youth Programs office will contact each Finals participant (top 4 High School students from the Playoffs competition for each event). Each participant is invited to Gallaudet University from May 20, 2022 to May 23, 2022 during the 2022 National Academic Bowl competition to compete in the High School Trivia Cup Finals in-person. We will have players play against each other in a head-to-head, single-elimination tournament format. The Youth Programs office will ask two participants at a time to come on the stage with buzzers. The procedures with the buzzers will be explained in Section 12.

The composition of each High School Finals stage will be as follows:

- 1) In the Semifinals round, the winners of the Quarterfinals matches from the Playoffs stage will play against each other. Five (5) questions will be given and the player with the most correct answers will advance to the Championship round. If there is a tie after five questions, more questions will be given until the tie is broken.
- 2) In the Championship round, the winners of the Semifinals matches will play against each other. Seven (7) questions will be given and the player with the most correct answers will win the Finals stage of the Trivia Cup event. If there is a tie after seven questions, more questions will be given until the tie is broken.

11. PRELIMINARY, RANKING TEST, PLAYOFFS, AND FINALS SCORING

Preliminary Stage

For the Preliminary stage of each event, we will not use the scoring used by the Kahoot! app. We will only look at the number of correct answers out of the 32 questions and the top 4 Middle School for the Finals and top 32 High School individuals for the Ranking Test will be determined this way. Speed reading is less important in this competition, but if there is a tie for

any of the spots in the top 4 or top 32, we will look at the points accumulated in the Kahoot! Trivia event.

Ranking Test Stage

For the first set of eight (8) questions in the Ranking Test stage of each event, each correct answer is worth one (1) point. For the second set of eight (8) questions, each correct answer is worth two (2) points. Scoring on a question is “all of nothing”. Partial scores are not given for partially correct answers. Partial scores are not given for partially correct answers. There is no penalty for incorrect answers. If there is a tie between two participants, we will ask the two participants back to play a Tiebreaker until a winner is determined.

Playoffs Stage

For the Playoffs stage of each event, we will give one (1) point for each correct answer. Scoring on a question is “all or nothing.” Partial scores are not given for partially correct answers. There is no penalty for incorrect answers. The player with the highest score in a head to head matchup advances to the next round.

Finals Stage

For the Finals stage of each event, we will give one (1) point for each correct answer. Scoring on a question is “all or nothing.” Partial scores are not given for partially correct answers. There is no penalty for incorrect answers. The player with the highest score in a head to head matchup advances to the next round.

12. RULES DURING COMPETITION

For the **Preliminary** stage:

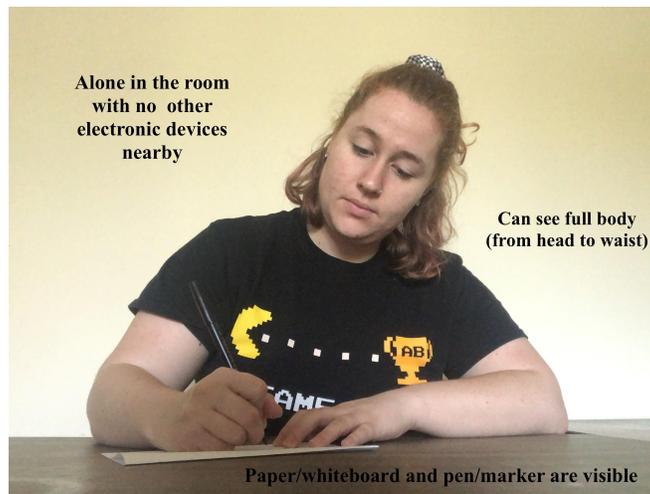
- i. We ask that each player use one (1) computer or laptop to connect with Zoom. We will also allow one other additional device (smartphone, tablet, or another tablet) in order to play the Kahoot! trivia. All other devices must be removed. We reserve the right to verify that all other devices have been removed.
- ii. There should be no other person present in the room at the time of the Preliminary competition.
- iii. All answers must be submitted via Kahoot! Trivia app. If you lose your connection to Kahoot! Trivia game at any point during the Preliminary competition, you can submit your answers via Zoom chat to the assigned moderator.
- iv. The time limit for the Preliminary questions on Kahoot will vary depending on the type of question. All multiple choice questions will have a 10-second time limit, all short answer questions and Mathematics multiple choice questions will

have a 20-second time limit, and all Mathematics short answer questions will have a 30-second time limit.

- v. With Kahoot!, we will not require the right capitalization, punctuation, diacritical marks, and so forth for the answers. For example, we will accept either “salem” or “Salem” for the question “What is the capital city of Oregon?”. We will still require the correct spelling of each answer. More examples will be given in the Acceptable Answers section.

For the Ranking Test, Playoffs and Middle School Finals stages:

- a. We must be able to see each player and their writing surface at all times, as shown in the photograph below. This means that we can see each player from head to waist and that their marker and writing surface are clearly visible.



- b. We ask that each player use one (1) computer or laptop to connect with Zoom. For this stage, there is no need for an additional device. We reserve the right to verify that all other devices have been removed.
- c. There should be no other person present in the room at the time.
- d. All answers will be submitted via paper/marker or a dry erase board/marker.
- e. There will be a 30-second time limit for all questions. **There will be a one minute timer only for the Mathematics event.** All questions will be in a short answer format.
- f. Players must finish writing their answers within 30 seconds or **one minute.**
- g. If there is more than one answer on the paper/dry erase board, the final answer must be circled.
- h. Changes, strikeouts, and corrections must be clear. If changes make the answer ambiguous or illegible, the student ambassadors/GUOs will rule it incorrect. If

there is any writing on the paper that is not relevant to the answer, it must be marked out so the student ambassadors/GUOs do not have to guess at which answer is intended. Another option is for the player to circle the correct written answer so the student ambassadors/GUOs can clearly distinguish the final answer.

- i. While this is not a handwriting competition, answers must be written legibly.

For the **High School Trivia Cup Finals** stage using buzzers:

- 1) Once the question is displayed, Player #1 or Player #2 may buzz in. The player will then be recognized by the moderator, and must immediately answer the question. The player that buzzes in first is the only player allowed to answer that question.
- 2) The player cannot write on the paper before they buzz in. If this occurs, the answer will not be accepted, losing the opportunity to answer that question. The question will then be shown to Player #2 for an opportunity to answer.
- 3) Player #2 is not allowed to write any answers while waiting to see what the answer is from player #1. If Player #2 writes before they buzz in, the player's answer will not be shown
- 4) If Player #1 is the first to buzz in, the question will disappear. When Player #1 hands in their answer on the paper, the question will again appear on the screen for Player #2 to view. When Player #2 buzzes in, the question will disappear again.
- 5) If Player #1 does not answer the question correctly, the question rebounds to Player #2. For rebound questions, Player #2 who may know the answer must first buzz in and then write in an answer following the same procedure described above. Player #2 is not allowed to write anything while Player #1 is attempting an answer. On a rebound, the Gallaudet University logo slide will be shown immediately after the second player attempts a rebound question.

13. COMPLETION OF A PLAYOFFS AND FINALS MATCH

During the Playoffs and the Finals, the GUOs will communicate with each other if answers deviate from any of the answers shown on the official answer key. We reserve the right to accept any possible alternative answers as deemed appropriate by the GUOs.

During the Playoffs and the Finals, if it has been determined that a mistake was made by the GUOs, we reserve the right to toss the question and replace it with a backup question.

14. TRIVIA CUP EVENTS AND QUESTIONS

All questions are developed by contractors to the Youth Programs office, purchased from firms specializing in providing this service, and/or obtained from other sources.

Every effort will be made to include questions that reflect the diversity of the United States and the world. These questions may appear in any category.

All questions will be shown using English only, so participants will be expected to be able to read English.

The following are the topics we are using in the Trivia Cup competition. This differs from the Academic Bowl and should be made clear with all participants.

Language and Literature: Language questions may include English grammar and syntax; vocabulary, and usage. For example, a question may ask whether a sentence is grammatically correct, and if not, how to make it correct. Another question might ask whether a sentence contains a proper arrangement of words and phrases. Vocabulary questions might ask whether a word is used properly in context, or what word is the synonym or antonym of a given word. There may be questions about idiomatic expressions.

Literature questions may ask about literary devices or terms; the literature of different regions or periods (for example, 17th century British literature, 20th century American literature), literary genres (poetry, drama, prose; nonfiction, fiction, epic, comedy, tragedy, biography); authors, characters (human or otherwise), etc. There may be questions about the works of authors typically encountered in High School English classes, such as William Shakespeare, Langston Hughes, Ernest Hemingway, Jane Austen, Toni Morrison, Maya Angelou, John Steinbeck, F. Scott Fitzgerald, Somerset Maugham, Amy Tan, or about the authors themselves. Some questions may address multiculturalism in literature, including works with deaf characters or that were written by deaf authors.

Mathematics: Questions may involve computation; **no calculators are to be used for this competition with the exception of Trivia Cup High School Finals in-person competition***.** We follow the categories in the Common Core standards for Mathematics, which includes the categories of Number and Quantity, Algebra, Functions, Modeling, Geometry, and Statistics/Probability among others. Other questions may involve identification of algebraic or geometric properties, postulates, theorems, or laws, or of famous mathematicians, and will not involve computation. Good resources for Math questions include IXL.com and Khan Academy.

(*) For the in-person Trivia Cup High School Finals competition, the use of four-function calculators is permitted for any question in any round. Youth Programs staff will place four identical calculators on each participant's table. All calculators will have the four basic arithmetic functions (addition, subtraction, multiplication, and division) as well as memory, percentage, and**

square root keys. Calculators or computing devices not provided by the Youth Programs staff are not permitted. Low vision calculators are available upon advance request.

Science and Technology: Questions include general science, astronomy, biology, chemistry, earth and environmental science, geology, physics, computer technology, and high-technology devices (i.e., smartphones, virtual reality, etc.).

Social Studies: This category includes economics, geography, cultures, United States and world history, United States and world government and government systems, famous individuals and groups, armed conflicts, etc. Geography questions are about landmarks; world cities; landmasses; bodies of water, including streams, rivers, lakes, seas, and oceans; the poles, longitude and latitude, and so on. Both the United States and world geography are included in this category. Strictly geology-related questions are not included in this category; rather, they may appear in the Science and Technology category. Economics questions are about business, finance, stock markets, etc. Government questions are about government systems, well-known political figures of the past and present, etc.

15. REFERENCE MATERIALS

During the competition, GUOs may consult print or online reference materials if there appears to be an answer other than what is on the official answer key.

In certain situations, the GUOs may wish to discuss an answer with the other GUOs. The GUOs may change an answer or add to an answer on the official answer key based on verified information.

Coaches and players are not to be included in the discussions held while the GUOs search reference materials. Any addition or change to the official answer key will be announced by the GUOs.

16. LEGIBILITY

While this is not a handwriting competition, answers must be written legibly. If the GUOs cannot determine the intended answer because of illegible handwriting, the answer will be deemed incorrect. Players will not be asked to clarify what they wrote, since they may have had a chance to rethink their answer.

Players should review their handwriting with their coaches or other adults for any possible problems with legibility or stylistic quirks, and request to fill out a handwriting sample if they feel the need to do so. This handwriting sample can then be sent to the Youth Programs office before the Playoffs and Finals portion of the competition. If questions arise during the

competition about writing quirks not previously disclosed, acceptance or rejection of an answer will be solely at the GUOs' discretion.

Some players have a tendency to write in all capital letters. If that player answers a question that requires a proper noun, the player must make the first letter a very large capital letter, such as “**W**ASHINGTON” so the GUOs can clearly see the intent of the answer. It is entirely up to the GUOs' discretion whether the word has a capital letter or not.

No handwriting quirk, whether previously communicated or not, exempts a player from the rules for valid answers.

17. RULES FOR ACCEPTABLE ANSWERS

Official Answers:

The answers on the official answer key and in the PowerPoint display on the main screen are underlined. Optional parts of the answer are not underlined. For example, the answer to the question “How many feet are in one mile?” is shown as 5,280 feet, where the digits 5 and 280 are required, but the thousands separator comma and the word *feet* are not required. 5,280 alone, 5,280 feet, 5,280 ft., or 5,280' also would be accepted.

Every effort is made during the question development stage to anticipate all possible valid alternate answers and alternate spellings. These alternate answers, if any, will be shown on the official answer slide. If a player manages to come up with an unforeseen alternate answer that is plausible, the GUO will use their knowledge and judgment whether or not to accept it. They may also check with the other GUOs in these situations. In general, the GUO will rule in favor of the official answer but will listen to objections made by players and challenges made by coaches. The GUO can also check with the official references during the two-minute break between rounds or during the round.

Spelling:

All answers must be spelled correctly. A misspelled answer is incorrect, even if it is obvious what word or name is meant. GUOs will not indicate whether or not an answer contains a misspelling; only whether or not it is correct.

Capitalization:

All proper nouns must be capitalized correctly. An answer with incorrect capitalization is wrong, even if it is obvious what word or name is meant. Correct capitalization must include any embedded capital letters (for example, l'Enfant or DeWitt). Because of the rules that apply to capitalization and punctuation, proper-noun answers written in all capital letters of the same size

are *not* acceptable, unless they are acronyms or initialisms (see various examples listed below). Answers that are not proper nouns need not be capitalized and will be accepted with or without capitals.

Titles of Books, Movies, Plays:

When writing the title of a book, movie, play, story, or poem, the title will be accepted without the first word if that word is an indefinite or definite article (“A”, “An”, “The”).

The Catcher in the Rye

A Tale of Two Cities

The Great Gatsby

An Enemy of the People

Embedded articles and any other words that are part of the customary or official title must be included to make the answer correct. **They must also be properly capitalized and punctuated.** Here are some examples:

Acceptable answer:

From the Earth to the Moon

Unacceptable answers include:

From Earth to Moon

From Earth to the Moon

From the Earth to Moon

From The Earth To The Moon

Acceptable answer:

Angels and Outcasts

Unacceptable answers include:

Angels, Outcasts

Angels And Outcasts

Acceptable answer:

One Flew Over the Cuckoo's Nest

Unacceptable answers include:

One Flew Over Cuckoo's Nest

One Flew Over Cuckoo Nest
One Flew Over the Cuckoos Nest
One Flew Over The Cuckoo's Nest

An added word anywhere in a title, regardless of whether it is an article or another word, makes the answer wrong. Some examples of unacceptable titles include:

The Sesame Street (should be simply *Sesame Street*)
The Grapes of the Wrath (should be simply *The Grapes of Wrath*)

Additionally, all questions require the American version of the title unless otherwise indicated.

Acceptable answer:

Harry Potter and the Sorcerer's Stone (original USA title)

Unacceptable answer:

Harry Potter and the Philosopher's Stone (original UK title)

Name of Companies:

When writing a name of a company, the name must follow verbatim how the companies trademark their brand name.

Acceptable answers:

Johnson & Johnson

AT&T

Unacceptable answers:

Johnson and Johnson

AT and T

Stylizations:

Occasionally, there may be alternate forms of an answer depending on how they are portrayed in the media. For example, the logo for the reality television show *Dancing with the Stars* is stylized as shown below. It would be accepted in all lowercase. Similarly, some film titles may use irregular capitalization; these forms also will be accepted.



Use of Indefinite and Definite Articles at the Beginning of Answers:

As noted under Titles of Books, Movies, Plays above, “When writing the title of a book, movie, play, story or poem, the title will be accepted without the first word if that word is an indefinite or definite article (“A”, “An”, “The”).” Other answers may also be accepted without the first word if that word is an indefinite or definite article (“A”, “An”, “The”).

There are many cases when an indefinite or definite article may be used in everyday discourse or writing, but is not part of an expression or a name. For example, people may say or write “the Pope”. The definite article “the” is not an essential part of the answer. The most correct answer in this example would be Pope, or if referring to the current pope, Pope Francis. “the”, or the capitalized form “The”, will be accepted. Other examples include “the White House” or “The Oval Office.”

However, if a player includes the word “the” in an answer in which “the” is not commonly used, the answer will be wrong. Examples of this include “the Barack Obama” or “The China.”

As stated above, every effort is made during the question development stage to anticipate all possible valid alternate answers and alternate spellings. These alternate answers, if any, will be shown in the official answer slide.

Abbreviations:

Most answers require a full-word answer; however, some abbreviations are acceptable. Unless otherwise indicated in the question, some examples of acceptable abbreviations are acronyms and initialisms that use all capital letters, such as:

NAACP
NATO
USA
FBI

WWI or WW II for World War II (The abbreviation “WW2” is not acceptable for World War II. The World Wars must be followed by the appropriate Roman numeral; this is the official abbreviation for “World War II” as designated by various publishing style guides).

Almost all abbreviations have numerous variations in the use of periods and capitalization. Most of the abbreviations in our official dictionary, the *Merriam-Webster Dictionary*, are listed without periods. To follow our official reference, we will not require periods in abbreviations in our list of acceptable answers. Some examples include: a.m. and p.m. or A.M. or P.M. The official answer may include the periods, but they will not be underlined. (e.g., U.A.E. or N.A.D.)

When writing answers for U.S. states, the District of Columbia, and U.S. territories, the full name is the ONLY acceptable answer. We no longer accept the United States Postal Service two-capital-letter abbreviation UNLESS the question asks for the abbreviations.

Acceptable answers:

California

Connecticut

Unacceptable answers:

CA, Ca., C.A., Cal., Calif.

CT, Ct., C.T., Conn.

Names of Canadian provinces and territories must be spelled out. Abbreviations are not accepted.

Acceptable answers:

Ontario

Manitoba

Northwest Territories

Unacceptable answers:

Ont.

ON

Man.

MB

Tenses and Plurals:

Answers must be consistent with the tenses and plurals used in the questions. For example, if a question asks to fill in the missing word in “The buck _____ here”, the correct answer is stops. “stop”, “stopped”, etc. would not be acceptable. If a question asks: “Name the four-legged mammals that are most often ridden by humans for recreation,” the correct answer is horses. The plural word “mammals” in the question signals that the answer must also be plural.

Diacritical Markings:

Because English does not use diacritical markings, such markings in foreign words or names will **not** be required, unless the question specifies otherwise. However, if a player adds diacritical markings, they must be correct, or the whole answer is wrong. The official answer will show any diacritical markings, and normally will state **(Diacritical mark[s] not required)**.

Examples include:

exposé

Penélope Cruz

Alexander Dubček

Peter Høeg

In the case of languages that use alternate spellings if diacritical marks are omitted, such as German or Finnish, that use an alternate spelling of the word is also accepted. Examples include:

Duerer for Dürer

Kimi Raeikkoenen for Kimi Räikkönen

Alternate Spellings:

Frequently, foreign names – particularly those based on an alphabet other than Latin – will have several alternate spellings due to various phonetic translations. In addition, various cities and countries have changed their names from a previous colonial spelling to a newer spelling more true to the native language. When this occurs, the answer will include several commonly accepted alternate spellings, all of which are equally acceptable.

Acceptable answers:

Hong Kong or Hongkong

Kolkata or Calcutta

Myanmar or Burma

Mao Tse-Tung or Mao Zedong

Personal Names:

When an answer is a personal name, normally only the last name is required for the answer, unless the question specifically states otherwise. Players may choose to add first and/or middle names, but if they do so, those additional names also must be correct, or else the entire answer is wrong. When doing so, first names **must** be spelled out, not initialized, unless the person is known best by such initials. An example is shown below.

Q: “Who is best known for writing a fantasy saga featuring short people protecting jewelry?”

Acceptable answers:

John Ronald Reuel Tolkien or J. R. R. Tolkien

Unacceptable answers:

John Tolkien

J. Tolkien

R. Tolkien

J. R. Tolkien

J. r. r. Tolkien

Q: “Who was the first elected president of the United States?”

Acceptable answers:

George Washington or George Herman Washington or Washington

Unacceptable answers:

G. Washington

H. Washington

Herman Washington

George H. Washington

Goerge Washington

In several cases, U.S. presidents have had the same surname. In such a case, differentiating information **must** be included if a question is asked in which the answer could apply to both presidents, this information **must** be fully spelled out.

Q: “Name the Roosevelt who was known as the New Deal president.”

Acceptable answers:

Franklin Delano Roosevelt or Franklin D. Roosevelt

Unacceptable answers:

F. Roosevelt

Roosevelt

F.D.R.

T. Roosevelt

Theodore Roosevelt

Teddy Roosevelt

In the rare instances that two individuals may fit the parameters of the question and share the same first and last name, the middle name (if there is one) must be included; middle names that are fully spelled or initialized will be accepted.

Examples:

George H. W. Bush or George Herbert Walker Bush, and George W. Bush or George Walker Bush

John Adams and John Quincy Adams or John Q. Adams

In rare instances, individuals are well known by their first names, middle initials, and last names. We will accept these; see the examples below.

Examples:

John F. Kennedy, Lyndon B. Johnson, and Franklin D. Roosevelt

Nicknames are also accepted if those nicknames are commonly used to refer to the specific president. Nicknames for other heads of state, past or present, are not accepted unless specifically requested.

Q: “Which 20th Century president was acclaimed for creating the first budget surpluses in 60 years?”

Acceptable answers:

William Jefferson Clinton or Bill Clinton or William Clinton

Unacceptable answers:

W. J. Clinton

Will Clinton

Certain exceptions are made for people who are best known by their first names, for example, some Medieval and Renaissance personalities, some members of royalty, and some entertainers. In these few cases, first names alone will be accepted and underlined in the official answers. If a player chooses to include a surname or a last name, it must be spelled correctly.

Examples include:

Michelangelo (for Michelangelo Buonarroti)

Beyonce (for Beyonce Knowles)

Galileo (for Galileo Galilei)

Napoleon (for Napoleon Bonaparte)

For most heads of state, the title does not have to be included in the answer but the number, if any, must also be included. If the head of state in the question has earned such distinction as to be definitive of the name, the number is not required.

Examples include:

Tsar Nicholas II

King George III

Queen Elizabeth I or Queen Elizabeth II

King Louis XIV or King Louis XVI

Pope Benedict XVI

Cleopatra VII (for Cleopatra)

Napoleon I (for Napoleon Bonaparte)

Napoleon II

In some cases, a person may be known by a name different from his or her given name. In such cases, the given and current alternate name will be accepted.

Examples include:

Eminem or Marshall Mathers

50 Cent or Curtis Jackson

Billy the Kid or Henry McCarty

Malcolm X or Malcolm Little or El-Hajj Malik El-Shabazz

All names must be written out. Commonly recognized initials instead of people's full names are not acceptable.

Examples of unacceptable answers:

JFK

MLK Jr.

Generational suffixes (II, III, IV, etc.) are not required in an answer but can be included in the answer unless two different generations are equally well-known. If a generational suffix is used, it must be correct, or the answer will be wrong. For example:

Acceptable answers:

Dale Earnhardt, Sr. or Dale Earnhardt, Senior

Dale Earnhardt, Jr. or Dale Earnhardt, Junior

Martin Luther King, Jr.
Orel Hershiser IV
Vince McMahon, Sr. or Vince McMahon, Senior

Unacceptable answers:

Martin Luther King, Sr.
George Bush, Jr.

Note: There may be questions that explicitly ask for the first and last name of a person, even if that person is commonly known by first name, middle name, or initial, and last name. For example, a question may ask for the first and last name of the U.S. President who was elected to four terms. The answer will be Franklin Roosevelt, even though he was commonly known as Franklin Delano Roosevelt, and even though we may require his middle name in other questions.

We may also occasionally ask for only the first name of a person (or the last name only). It is each players' responsibility to pay attention to what the question is asking.

International naming conventions:

Naming conventions vary from country to country. It is not possible to list all possible naming conventions, but the major ones are shown here.

Kingdom of Spain, United Mexican States, and other countries where Spanish is the primary written and spoken language: People generally have a given name, followed by the father's surname, followed by the mother's surname. Some permutations may include conjunctions such as *y* or *de* or *de la*. Generally, the paternal last name is the name required in an answer: Miguel de Cervantes Saavedra.

The People's Republic of China, Hong Kong Special Administrative Region of the People's Republic of China, and Republic of China (Taiwan): In the name Mao Zedong, Mao is the family name, and Zedong is the given name.

Democratic People's Republic of Korea (North Korea) and Republic of Korea (South Korea): The family name comes first, followed by the given name. When the given name is hyphenated, only the first name is capitalized. For example, Kim Jong-un is the current leader of North Korea, his father was Kim Jong-il, and his grandfather was Kim Il-sung.

Japan: The family name comes first, followed by the given name; for example, Takayama Kota. The same person living outside Japan, for example in the United States, would be known as Kota

Takayama. Members of the Japanese imperial (royal) family are known by a single name: Hirohito, Naruhito.

In all three instances above, we will accept either the family name, the given name or both: Mao Zedong; Kim Jong-un. The hyphen is not required; however, capitalization of the given name must be correct. For example, we would not accept Jong-Un with a capital U.

Russian Federation: People generally have a given name, a patronymic, and a family name. The patronymic for males generally ends in -ovich or -evich; for females, it ends in -ovna or -evna. For example, in the name Nikita Sergeyevich Khrushchev, Nikita is the given name, Sergeyevich indicates that his father's given name was Sergey, and Khrushchev is the family name. For the Academic Bowl, we will accept the family name: Nikita Sergeyevich Khrushchev.

Answers to Language questions:

Some questions may contain material that can be copied into the answer. For example, a question may ask what words or punctuation would make a phrase or sentence correct. Usually, just the correct word(s) or punctuation will suffice. However, if a player chooses to copy the phrase or sentence from the question slide, it must be copied exactly as it appears, with any appropriate changes. An example is as follows:

Q: Which word serves as the verb in the following sentence?

Sally picked up a leaf from the garden.

Acceptable answer:

picked

Unacceptable answer:

Picked

Amendments:

Amendments to the Constitution of the United States of America are unique cases. A common mistake is to write them as “2nd” or “12th” and so forth, but there are only two acceptable ways to write numbers for amendments. For example:

Acceptable answers:

Amendment XIII

Thirteenth Amendment

Unacceptable answers:

13th Amendment

1st Amendment

Filling in Answers:

Some questions ask players to complete a sentence, phrase, idiom or saying. For example, if a question asks “Complete this popular saying, “Break a(n) ____” The answer is leg, and players are expected to write their answers using the correct case. For the above question, Leg would not be an acceptable answer.

Other examples include:

“_____, my dear, I don’t give a damn.” Answer: Frankly

“Four legs good, two legs _____!” Answer: bad

Hyphens in Answers:

Some book titles have hyphens, like Catch-22 and Moby-Dick. We will not require hyphens in the book titles. The same applies to people who have two last names such as Jane Doe-Smith. We will not require hyphens in those answers.

Abbreviations widely used:

There are two common abbreviations that we will now accept. Mount is commonly abbreviated as “Mt.” and Saint is commonly abbreviated as “St.” In both cases, there must be clear evidence that Mt. or St. is a common abbreviation for that specific answer (i.e. many maps abbreviate Mount Everest to Mt. Everest). Examples include:

Acceptable answers:

Mount Everest or Mt. Everest

Saint Lawrence River or St. Lawrence River

Saint Louis or St. Louis

For multiple choice answers, the final answers must be copied verbatim from the question slide. We will accept what is written as one of the multiple-choice answers and we will accept both upper and lower case letters: A, B, C, D or a, b, c, d.

Example:

Question: Which of these elements is not a noble gas?

A. helium

B. chlorine

C. argon

D. krypton

Acceptable answer:

B.

b.

chlorine

Unacceptable answer:

Chlorine

Cl

CL

Mathematics and Science and Technology Answers:

All answers must be written in digits unless otherwise specified.

Example:

Question: “What is $1 + 1$?”

Acceptable answer:

2

Unacceptable answer:

Two

two

Lowest terms:

In mathematics, science, and technology, a fraction is in the lowest terms when the greatest common factor (GCF) of the numerator and denominator is 1. All Mathematics and Science and Technology answers must be expressed in the lowest terms unless otherwise stated in the question. For example: $1/6 + 1/6 = 2/6 = \underline{1/3}$. Although $2/6$ is a possible answer, it is not in the lowest terms, and therefore must be reduced to $1/3$.

Five Digits or More:

When the final answer has five digits or more, a mathematical comma is required in the identification of place value. If the answer has four digits or less, a mathematical comma is not required.

Acceptable answers:

1500

10,600

510,000

Unacceptable answers:

75100

100000

Units:

If a question does not include the unit, then the unit must be added to the answer.

Example:

Q: “The measures of the five angles in a pentagon are x , x , $2x$, $2x$, and $3x$. What is x ?”

Acceptable ways to write a unit in the answer include:

60 degrees, or 60 deg., or 60°

If a question includes the unit, then the unit does not have to be added to the answer. If, however, the given answer includes units, the units must be correct, or the entire answer will be incorrect.

Example:

Q: “If two angles of a triangle measure 48 and 62 degrees, how many degrees is the third angle?”

Acceptable Answer: 70 degrees

Unacceptable Answer: 70 radians

Other examples of acceptable abbreviations for units are:

9 feet, 9 ft., 9'

10 ounces, 10 oz.

12 inches, 12 in., 12”

100 degrees Celsius, 100 deg. C, 100° C

Note: With Mathematics answers, students who write anything other than the answer on the paper **MUST** circle the answer so that the GUOs can recognize the answer. If there is nothing else on the paper other than the answer, there is no need to circle it.

Note: We recommend that Trivia Cup participants in the Science and Technology event be familiar with the International System of Units (SI units), both SI base units and SI derived units. See <http://physics.nist.gov/cuu/Units/units.html> for lists of these units and their names.

18. OBJECTIONS

Objections to a question, or to its official answer, may be made only by players competing in all four stages.

Examples of common objections that will be considered by the GUOs include:

1. An answer was spelled wrong and the GUOs mistakenly accepted it.
2. An answer was capitalized incorrectly and the GUOs mistakenly accepted it.
3. A player feels an answer could be accepted as an alternative answer.

Objections must be related to the questions and answers, not to the match procedures or technology related. Those types of issues need to be brought to the attention of the moderator immediately. Some examples of situations that are not objections but need attention immediately:

1. equipment failures; 2. room lighting, ventilation, or other environmental factors; or 3. blocked view.

Objections by individuals competing in the match must be filed before the next question is played. Retrospective or *post hoc* objections will not be accepted.

18A. Objections in the Preliminary Stage

A player may object to a question or answer by typing “Objection” and state their objection to an assigned host in the Zoom meeting. The assigned read and consider the player’s alternate answer and rationale for it.

The assigned host will then make a decision whether to accept the alternative answer or to void the disputed question and answer. If a question and answer are accepted, scoring will be amended accordingly.

18B. Objections in the Ranking Test, Playoffs, and Finals Stages

A player may object to a question or answer by saying “Objection.” The GUOs will ask the objector to state his or her objection, and then listen to and consider the player’s alternate answer and rationale for it.

The GUOs will then make a decision whether to accept the alternative answer or to void the disputed question and answer. If a question and answer are voided, scoring will be amended accordingly.

Occasionally, the GUOs may wish to consult reference materials, or consult with the Head GUOs to double-check a possible answer. The GUOs will announce the final decision. Once that

decision has been made, no further objections will be permitted related to that question and answer.

Frivolous objections are not permitted at any time during a match. Some examples include:

1. Players cannot object based on the legibility of a player's handwriting. The GUOs's decision on legibility is final. However, a player can object if one member has spelled a word wrong, and the GUOs appear to have overlooked it.
2. Players cannot object to questions missed based on their lack of attention or readiness. The players must follow the pace of the moderator.

19. COMPETITION STANDINGS

For the **Preliminary** stage, the top 32 High School finishers from each event will advance to the Ranking Test stage and the top 16 Middle School finishers from each event will advance to the Middle School Finals.

For the **Ranking Test** stage, the top 16 High School finishers from each event will advance to the Playoffs stage.

For the **Playoffs** stage, the top four High School finishers from each event will advance to the Trivia Cup High School Finals.

For each event in the Trivia Cup **Middle School Finals**, we will announce the top four finishers. The winner of the championship match will be the first place winner, the loser of the championship match will be the second place finisher. We will have a 3rd place match for each event to determine the third and fourth place finishers.

For each event in the Trivia Cup **High School Finals**, we will announce the top four finishers. The winner of the championship match will be the first place winner, the loser of the championship match will be the second place finisher. We will have a 3rd place match for each event to determine the third and fourth place finishers.

20. OVERALL INDIVIDUAL COMPETITION STANDINGS

This section applies only to those who want to be considered for the Overall Individual Competition standings. Points will be awarded to each participant based on their standings and the points earned is based on how far they go in each event.

Champion: 10 points

2nd place: 7 points

3rd place: 5 points

4th place: 4 points

Quarterfinals: 3 points

Finals (top 16): 2 points

Ranking Test (top 32): 1 point

Individuals may decide to sign up for all four (4) trivia events and we will look at all of the results of the individual's four events.

Sample Individual points:

Language and Literature: did not finish in Top 32, 0 points

Science and Technology: 4th place, 4 points

Mathematics: 2nd place, 7 points

Social Studies: Top 16, 2 points

Total: 13 points

21. SPORTSMANSHIP AND CONDUCT

Appropriate sportsmanship and professional behavior is expected from all individuals participating in the Trivia Cup.

Underage drinking, use of illegal drugs, or any other type of illegal activity during the duration of the online competitions will not be tolerated. An individual may be removed from the competition if we witness this type of activity during any of the online competitions.

22. COMMUNICATION DEVICES

Communication devices may not be used in the competition at any time by the players. This includes smartphones, smartwatches, tablets, notebook computers, or any other device. Their use may jeopardize the fairness and integrity of the Trivia Cup competition. Players should leave any additional devices in a different room before the start of each event. Earbuds or headphones connecting a player to a computer in order to hear the ASL to voice interpreter will be allowed.

23. AWARDS

23A. Individual Events

We will recognize the top 16 High School finishers after the Ranking Test and the Top 4 High School finishers after the Playoffs for each event on the Youth Programs' Facebook page and website.

We will also recognize the top 16 Middle School finishers after the Preliminary events and the Top 4 Middle School finishers after the Middle School Finals for each event on the

Youth Programs' Facebook page and website. For the Middle School Finals, we will award the top four finishers of each event with Amazon gift cards.

1st place- \$100

2nd place- \$75

3rd place- \$50

4th place- \$25

The top four High School finishers of each event will be awarded a free trip to Gallaudet University (room, board, and transportation included) to participate in the High School Trivia Cup Finals from May 20th to 23rd, 2022.

23B. Overall Individual Competition

We will recognize the top four finishers in the overall individual competition and also recognize those who finished in the top 10 in the overall competition. The 1st through 10th place winners will receive a plaque from the Youth Programs office. For High School students, the Gallaudet scholarship amounts the top winners will receive are:

1st place- \$1,500

2nd place- \$1,000

3rd place- \$750

4th place- \$500

24. COPYRIGHT OF QUESTIONS

All of the questions used in the Trivia Cup competitions are copyrighted and are the sole property of Gallaudet University. No other use of these questions is permitted.

25. INFRACTIONS AND CONSEQUENCES

If the Youth Programs office finds out after the competition that a player has violated the Participation Contract during the competition period, it reserves the right to suspend the player from the following year's competition if the violation is deemed serious enough.

CHANGES TO THE RULES AND GUIDELINES

These Rules and Guidelines are subject to change by Youth Programs staff as necessary to maintain a fair and enjoyable competition. In-season changes will be kept to an absolute minimum.