History Competition Exam

Students participating in this competition will have one hour to answer 100 history questions. Students will record their answers on provided scan-trons. The questions will be composed of topics from U.S. History (including southern history and civics), world history, and geography. Awards will be given to top overall scores and subject areas.

History Research Paper

The paper should be an investigation of a person/event/movement with support for or against a position. Students may choose from any area or era in the field of history when selecting a topic. Papers must be a minimum of 1600 words in length (approximately five pages), excluding note, bibliography, illustrations, etc. The paper must have a bibliography and proper documentation must be used; the MLA (Modern Language Association) or the Chicago/Turabian (Chicago Manual of Style / Turabian’s Manual for Writers) systems of citing references are acceptable. Students must cite a minimum of four sources.

Students should put their name on the cover page and no where else on the paper. Entries should be post-marked by January 10, 2005, to be considered. Please do not use folders or any special binding procedure, a staple or paper-clip will do.

Entrants should also be prepared to give a brief description of their research project and answer questions from the judges on the day of the competition.

Display/Poster

The Display/Poster category includes static exhibits not exceeding a total of 30 square-feet. Entries may include timelines, biographies of historical figures, country/event/movement profiles, etc. Displays/posters may be three-dimensional and interactive so long as they do not exceed the size limit (30 square-feet).

Entries must be accompanied by a brief narrative (giving the title of the exhibit, description of the topic, and why it was selected) and a bibliography (MLA or Chicago/Turabian), a copy of which should be sent in, post-marked by January 10, 2005.

Computer Project

This category is composed of computer-based applications and presentations created by individual students. PowerPoint presentations must be at least 10 slides and can be interactive (i.e. have embedded web addresses). PowerPoints can be used to create interactive time-lines, biographies of historical figures, or country/event/movement profiles. Students may also enter original computer games integrating history and history based web sites (at least five pages). All entries must be in PC format.

Entries must be accompanied by a brief narrative and a bibliography (MLA or Chicago/Turabian). This, along with a copy of the project should be sent in, post-marked by January 10, 2005. (Addresses only are needed for websites that are live on the internet. Other project files can be sent in via a floppy, burned CD, or email. Please contact us to work out details.)

Video Presentation

This category is for recorded group presentations, which must be of suitable historical worth and significance. Recorded presentations may include the recitation of important speeches in period clothing, reproduction of a historical drama/play, production of a historical happening/event, a fashion show of period clothing, etc.

The presentation must be at least 10 minutes in length and should be accompanied by a brief narrative and a bibliography (MLA or Chicago/Turabian). This, along with a copy of the project should be sent in, post-marked by January 10, 2005. (Entries may be in DVD or Video Cassette form.)

Quiz Bowl

There will be two Quiz Bowl events. One will be a team-based tournament; the other will be an individual competition. The general rules for both events are listed below, followed by event specific rules.

General Quiz Bowl Rules (applicable for both events)

1. Each match is 10 minutes in length. When the match begins, the first player to signal gives the answer and must do so without consultation with teammates. The match ends with the expiration of the 10 minute timer or when the question pool is exhausted.

2. * With regard to all responses, a natural pause (a count of two) is allowed between acknowledgment from the moderator and the beginning of an answer. All discretion dealing with that pause is solely left with the moderator. Failing to answer within the natural pause will result in a forfeit of the response and the question being offered to the opposing players. The student should be ready with the answer when acknowledged.

3. Players are given 5 seconds to buzz in to answer questions. Timing begins when the moderator completes one reading of the Toss-up question. The moderator may allow for a natural pause (see * above), but no stalling.

4. If a player answers a question without being recognized, the answer does not count. The Moderator will recognize a contestant by stating the name of the school and/or the contestant’s name. That discretion is left with the Moderator and should be discussed prior to the beginning of each round.
5. The first answer given is the one that counts. If the answer is wrong and the question was completely read, the opposing players then have 5 seconds to answer the question, **without restatement of the question.** Note: **No blitzing:** the first answer is the one the moderator takes (i.e. “William Faulkner’s The Sound and the Fury” is not acceptable if The Sound and the Fury is the correct answer. However, the answer is correct if “William Faulkner” is the correct answer.)

6. If the Moderator inadvertently gives an answer to a question without giving anyone a chance to respond, no points are given and the Moderator goes on to the next question in the stack. If the Moderator answers the question after an individual has incorrectly answered the question without giving the opposing players a chance to answer, the question will be thrown out, and the Moderator will go on to the next question.

7. If someone in the audience provides an answer, the Moderator will ask that person to leave, throw the question out and go to the next question in the stack.

8. If the match ends during the reading of a question, the question is not completed, and no answers are taken. **This rule also applies if the round ends during the rereading of an interrupted toss-up.**

9. Only challenges with respect to procedure will be accepted. Challenges must be made at the end of the match in question. Play will continue without unscheduled interruption until the end of each match. **The official answers provided for questions are always counted as correct, even if they appear incorrect. No last-minute changes of official answers will be made if a round has already begun.** Once the final score has been announced, that is the official score. All decisions of the judges are final.

**Team Quiz Bowl Rules (team-event specific)**

1. Opposing teams are determined by drawing lots. A single-elimination format will be used. Once the matches begin, the competition chart is followed. In rounds where only one of the two competing teams appears, the match is forfeited to the team present. **A team that is five or more minutes late to the match is subject to a forfeit.**

2. The academic competition is a question/answer format. Points are received by giving the correct answer or answers. The team with the highest score at the end of the match is the winner.

3. Each team consists of four members and up to two alternates. Teams are allowed to make substitutions of alternates between matches. **If one school submits two or more teams, team members may not move from one team to another.**

4. Team coaches will sit with the judges while their team is in competition and remain totally silent while the competition is in progress. **Coaching of any type may occur only before a match begins.**

5. If a player confers with another team member during a question, the response does not count, and the question is offered to the other team.

6. If a question is interrupted and the answer is correct, the team will receive 5 points. If the answer is wrong on an interrupted question, 2 points are added to the opposing team’s score. The question is re-read completely, and the opposing team has the same opportunity to try to answer the question.

7. If the score is tied at the end of the match, **a series of ten questions** is used to break the tie. (The moderator will call the Coordinator).

8. **Any dispute that cannot be resolved and affects the final outcome of the match will be settled by a tie-break; the higher score from the tie-break ONLY will determine the winner.**

9. Each team has only one chance to answer a question. If a player from a team answers a question incorrectly or fails to give an answer, no other player from that team is allowed to buzz in until the next question.

**Individual Quiz Bowl Rules (individual-event specific)**

1. Placement is determined by drawing lots. The two competitors with the highest scores from each match in round one and two will advance to the finals. **A competitor that is five or more minutes late to the match is subject to a forfeit.**

2. The academic competition is a question/answer format. Points are received by giving the correct answer or answers.

3. If a question is interrupted and the answer is correct, the competitor will receive 5 points. If the answer is wrong on an interrupted question, 2 points are added to each of the opposing players’ score. The question is re-read completely, and the opposing players have the same opportunity to try to answer the question.

4. If at the end of the match, two people can not be identified as the two highest scorers (i.e. the second highest score is a tie between two people), **a series of ten questions** is used to break the tie. (The moderator will call the Coordinator). Only competitors involved in the tie will be allowed to answer.