SCJCL Competitive Certamen
Procedures and Rules

Certamen is a game of fast recall of facts about classical civilization and its peoples, languages, and cultures. It allows students to demonstrate their knowledge of the ancient peoples, languages, and cultures, and the relationships between those topics and the modern world. Students are indeed to be commended for the hard work they have put forth in preparation for this competition. The following guidelines are presented with the purpose of making the game go quickly, smoothly, and fairly in the time allotted.

Levels of Competition
There are three levels of competition: Novice, Intermediate, and Advanced. Each school may only enter one team per level of Certamen.

The Novice level is ONLY for students who are registered as Latin ½ or Latin 1.

The Intermediate level is for students in Latin 2 or Latin 3, though lower level students may compete on an Intermediate team if they wish.

The Advanced level is primarily for students who are registered in a level higher than Latin 3, though any student may compete in the Advanced level if they wish. No student may compete in more than one level.

Schedule of Play
3 rounds of play will commence at SCJCL Spring Forum. Winners will be determined by the final number of points at the end of the 3 rounds. Team matchups will be randomly selected, though repeat matchups will be avoided as much as possible.

Alternate Players and Substitutions
A team consists of up to four players during each round, but teams are welcome to register up to four alternate players. These alternate players may compete during any round of competition, but they must play that entire round. No substitutions are allowed during a round.

Code of Conduct
A. All players must be wearing their name tags at the start of each round in order to compete.
B. All players, coaches, and viewers are expected to conduct themselves throughout the entire Certamen process with courtesy, dignity, and respect for other teams and for the Certamen staff.
C. Spectators of Certamen matches must remain silent throughout the entirety of the round. Spectators who are not will be removed from the room.

Format of Each Round

A round consists of ten questions, each of which consists of a toss-up and two boni. A correctly answered toss-up earns the team ten points, while each correctly answered bonus question earns the team five points.

Toss-Up Questions

A. As the moderator begins to read a toss-up, any player on any team may interrupt the reading of the question by pressing their buzzer. Pressing the buzzer indicates the player's desire to give an answer immediately upon being recognized. A player should NOT press the buzzer in order to have information repeated, clarified, or spelled. When a buzzer is pressed, the moderator will stop reading the question, and the spotter will identify the signaling player by team letter and player number (e.g. A4, B3, C2). Upon being recognized by the spotter, a player is expected to give an answer within approximately 3 seconds, the exact length of which will be determined by the moderator. "Uh" or "Um" does not constitute the beginning of an answer. Once prompted a player must answer immediately.

B. If a player answers a toss-up correctly, the team earns ten points and the right to answer two bonus questions for five points each. If a player answers a toss-up incorrectly, then no other person on that team may give an answer to that toss-up. If more than one person signals at nearly the same time, the spotter will identify each player who signaled in the order that they signaled until a correct answer is given or all answers are incorrect.

C. A toss-up will be read in its entirety no more than twice. If no team signals within ten seconds after the second complete reading, time will be called on that toss-up. A toss-up may only be read twice by the moderator, not including interruptions due to signaling by players. After reading a question from start to finish twice and no team has given a correct answer, the moderator will reveal the correct answer and continue to the next toss-up.

D. A player must be called on by the moderator before answering. A player who answers the question without being recognized will be disqualified from the question. Any word or part of a word that a player utters and a moderator hears <u>may</u> be construed as being part of an answer. Other teams may still signal and answer when recognized.

E. If a player signals accidentally after the moderator has begun reading the question, the player must give an answer when recognized. If the accidental signal is made before the moderator has begun the actual question (e.g. after only saying "Tossup 10"), a warning will be given to the player on the first instance; any subsequent occurrences of this nature will result in the player being required to give an official answer to the question, even when the signal is made before the question has begun.

F. Consultation will result in disqualification from a toss-up. Consultation is defined as giving or receiving assistance to a teammate during a toss-up. Each player should basically ignore their teammates during the reading of a toss-up, acting as if those players were not present next to them. Consultation also includes audience members calling out or even whispering information to a player during a toss-up.

G. A player should be careful to answer the question as asked. A player who buzzes before the end of the question is gambling that they know what answer the question will ultimately ask. For example, if the question reads, "Two brothers vied for power in the founding of Rome. Which one prevailed?" and a player buzzes early and says, "Romulus and Remus", that answer is clearly wrong. The only exceptions to this are as described in B. below.

H. A moderator might ask a player for additional information if an answer is seemingly correct but imprecise. The moderator may, for the sake of clarity, ask a player to spell their answer. If the answer involves Latin grammar, vocabulary, or forms, the spelling by the player must then be EXACT in order for the

answer to be counted as correct.

I. When asked for a Latin vocabulary word, any correct form of that word may be given. If a mythology question indicates either Greek or Roman culture, then the answer must also correspond to that culture. Unless otherwise stated, a question of this nature will continue with that same culture in the boni.

J. Be careful about changing an answer while giving it. If a player speaks only part of a word (not the whole word) and catches themselves, they may correct the error with no penalty (for example, you say "Parthe-- I mean Pantheon"). If a player completes an entire word that they realize is incorrect, the player may not correct that word in the answer (for example, you say "Parthenon -- oops, I mean Pantheon"). It will be the discretion of the moderator as to whether or not an entire word was said.

Bonus Questions

A. After answering a toss-up correctly, a team will be given two bonus questions worth five points each. Team members are permitted and encouraged to discuss their answer before giving it officially. A time limit of fifteen seconds is imposed on each bonus question, beginning at the conclusion of the first reading. If no answer is given after fifteen seconds, the moderator will prompt the captain for an immediate answer. If no answer is given immediately, the moderator will call time and accept no answer for that bonus.

B. The official answer to a bonus question should be given by a designated team captain whose identity has been made known to the Certamen staff before the round has begun. A captain may defer their authority to another player for a specific answer if the captain feels uncomfortable or uncertain about giving that answer. If a team does not know the answer to a bonus question, the captain may guess an answer or may simply say "we don't know" or "no answer."

Challenges and Score Modifications

If a player or coach wishes to challenge the accuracy of an answer then they must do so with the Certamen chair during the round or within fifteen minutes of the conclusion of the round.

Tiebreakers

If at the end of the three preliminary rounds of play there are two or more teams in the same level with identical cumulative scores, a short tie-breaker round will be played. The tie-breaker shall consist of five toss-ups with no boni. If the tie-breaking round results in another tie, similar tie-breaking rounds will be played as long as necessary.

Players with Disabilities

If a player has a disability that may affect their ability to play Certamen, the player must notify Certamen Chair before play. If during the round a question is asked in such a way that the player's disability affects their ability to answer the question as asked, the player is welcome to signal, wait to be recognized, and then offer an explanation of the question and why they cannot answer it. For example, if a player is visually impaired, and a question asks the player to make a visual identification, the player may signal and indicate what the question is asking, though they may not be able to answer it. This is also the approach that should be taken if the environment prevents a player from accurately carrying out a command. In such situations the moderator will decide whether to accept the explanation, ask for more information, or count the response as incorrect.