



page last updated 2/8/07

New: [Postcards from China and India](#) - 2/8/07

2006 - 2007 Academic Bowl Content Outline

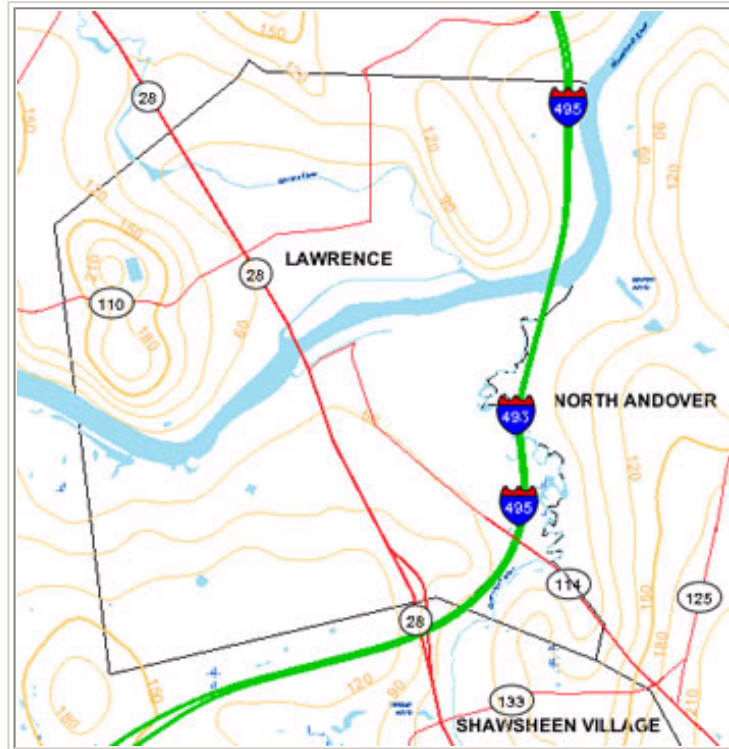
Outline last updated 1/17/07

SUBJECT	Matches 1-6	Matches 7-12	Matches 13-18
Ancient Civilizations	Greece, Rome, Mediterranean	Mesopotamia, Egypt	India, China
Countries of the Middle East*** [see below]	Mediterranean Region	Persian Gulf Region	The "Stans" and Review
Current Events	Major local, state, national and international events in the news		
U.S. History	1750 -1788	Washington - Monroe	J.Q. Adams - Lincoln
Math	"Two Trains," Exponents, Adding and subtracting fractions, LCD, LCM, Geometry, Proportions, Units of measurement, averages, DRT, conversions: fraction/decimal/percent, sports math, etc. Expect one or two sudoku problems in the tournament. (added 12/1/06)		
Community Knowledge [click on " History of Communities and Schools " tab for downloading the PDFs]	History, Culture and Interesting Facts about Academic Bowl Communities, parts 1 and 2 [ready now]	School Study Guide [make sure you have most recent update (January,2007)] Note: expect questions on schools you are playing in rounds 7-12	Geography and location of all Ac.Bo. schools relative to major lanforms and landmarks [information is posted on the "Participating Schools" page]
Science, Technology and Health	Earth and Space, Weather	Life (Biology)	Physics and Chemistry
English, Language Arts, Spelling	Mythology...	Grammar, Vocabulary...	Authors, Literary devices, Genres...

Reference Material and Study Guides:

- Use the [Sheppard Software](#) interactive web site to learn and test yourself on the geography of most of the countries of the Middle East. Also good for in depth knowledge.
- Use the [World Atlas](#) web site to see maps and learn basic information about most of the countries of the Middle East.

- Practice the countries and capitals with [Middle East Map Practice](#) (PDF file) 11/18/06
- Study Guide: Academic Bowl Communities (on web site as 2 PDFs) [See Resource Guide 1 and 2](#)
- [Academic Bowl School Histories Guide](#) Note: Will be updated in December
- [Location of Academic Bowl Teams](#)
- [Location of Major Landmarks](#)
- Here's a great resource for viewing and making your own maps of any part of Massachusetts at any scale and with almost any features. [Mass GIS](#)



MAKE YOUR OWN CUSTOM MAP

This is just one of the many types of maps you can create using the Mass GIS "Oliver" program. It is a very powerful tool. Try making a map of your community or neighborhood, or of all five Academic Bowl communities. Choose from hundreds of types of features to put in your map.

- Try out a [Scrabble Multiplication Practice Problem](#) and send it in. Some of the best solutions will be posted on the website.
- Try some Sudoku problems either by Googling "sudoku" and picking a site or going to [SudokuKingdom.com](#), which seems pretty good. Sudoku: "Fill in the grid so that every row, every column, and every 3x3 box contains the digits 1 through 9." (11/24/06)
- For some excellent historical maps and an in depth history of Palestine over thousands of years, check out the [Israeli - Paltesian ProCon.org website](#) (added 12/9/06)
- For information on the Wood Mill and Ayer Mill and its famous Clock Tower see [massinnovation](#)

In order to read or print the resource guides you will need Adobe Acrobat Reader. If you don't already have Acrobat Reader, you may download it for free from Adobe by clicking on the icon [below](#).



Countries of the Middle East***		
Mediterranean Region	Persian Gulf Region	The "Stans"
Cyprus, Israel, Jordan, Lebanon, Syria, Turkey, Golan Heights, Palestinian Territories	Bahrain, Iran, Iraq, Kuwait, Oman, Qatar, Saudi Arabia, United Arab Emirates, Yemen	Afghanistan, Kyrgyzstan, Pakistan, Tajikistan, Turkmenistan, Uzbekistan

Postcards from China and India

courtesy of Lorraine Birch

CHINA



Tiananmen Square

The Tiananmen Square in the center of Beijing, is said to be the biggest square in the world. It is 880 meters from north to south, and 500 meters from east to west, with total area of 440,000 square meters and can hold one million people. The Tiananmen Gate Tower sits at the north, the Five-Star Red Flag flies high on the square, the Monument to the People's Heroes dominates the center, the Great Hall of the People and the Museum of the Chinese Revolution and the Museum of Chinese History to the east and west of it, as well as The Chairman Mao Memorial Hall and the Qianmen gate, sit in the south of the square.



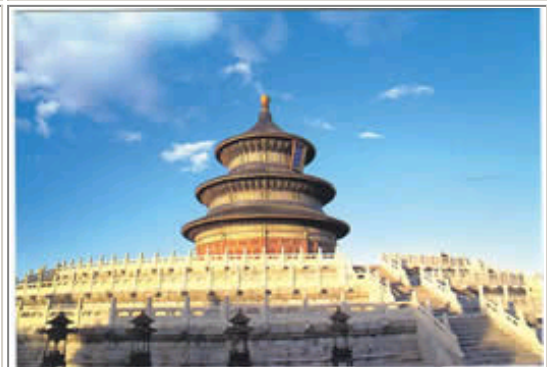
The Great Wall

Although called the "Great Wall", the 3,700 mile (6,000 kilometers) long structure actually consists of several massive walls, some as tall as 29.5 feet (9 meters). In some places there are as many as three separate walls spaced 50 miles or more apart, in others there are gaps filled by mountainous terrain. The earliest stretches of wall were built during the Warring States period in China (500-221 BC), but it was the Qin Dynasty (221-206 BC) leader Shi-huangdi who began consolidating and strengthening the walls during his forced unification of what was to become China.



The Avenue of the Animals

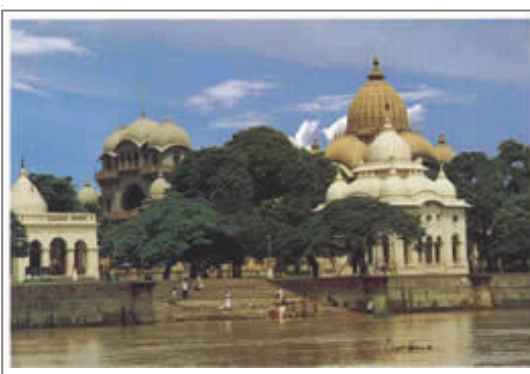
The long road which leads to the Ming Tombs is known as "Spirit Way" or the "Avenue of the Animals". It is lined with marble lions, elephants, camels, and horses.



Temple of Heaven

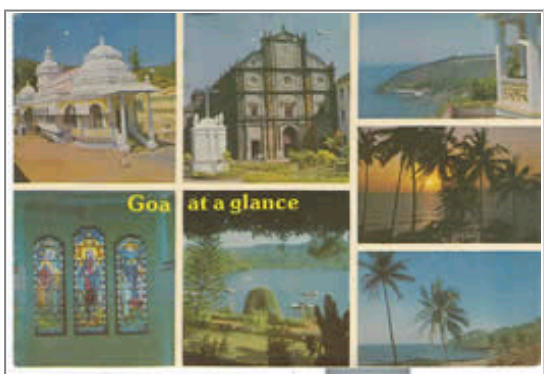
The Temple of Heaven is a group of Taoist buildings located in southeastern urban Beijing. This postcard shows "The Hall of Prayer for Good Harvests", a magnificent triple-gabled circular building, built on three levels of marble stone base.

INDIA



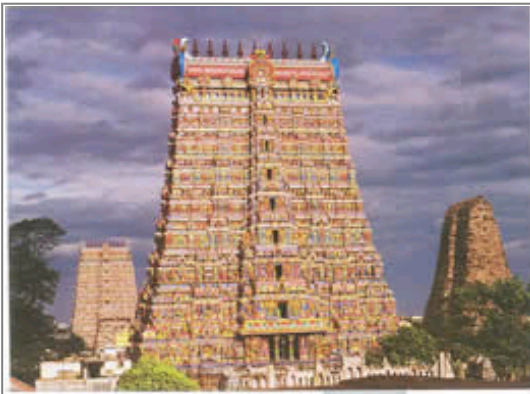
Belur Math

Belur Math is a religious abbey, housing the headquarters of the Ramakrishna Math and the Ramakrishna Mission, which are dedicated to "ushering in a new age in which distinctions of caste, creed and class do not exist. The aim is the regeneration of the entire humanity." Belur math is located in the neighborhood of Belur in the city of Howrah, West Bengal, India. Belur Math is located almost just across the Hooghly (Ganga or Ganges) River near Dakshineswar.



Goa

The state of Goa is located on the western coast of India in the coastal belt known as Konkan. Having been the meeting point of races, religions and cultures of East and West over the centuries, Goa has a multi-hued and distinctive lifestyle quite different from the rest of India. Hindu and Catholic communities make up almost the entire population with minority representation of Muslims and other religions. Goa became the 25th state of the Indian Republic on May 30, 1987.



Meenakshi Temple

The Meenakshi Sundareswarar Temple or Meenakshi Amman Temple is one of the most famous Hindu temples located in the holy city of Madurai, Tamil Nadu, India. It is commonly referred to as the Meenakshi temple and was constructed around 17th century AD. The temple is a massive structure measuring 254 by 237 meters. The temple is surrounded by 12 towers, the tallest of which, the famous Southern tower, rises to over 170 ft high.



Jama Masjid Mosque of Delhi

This Mosque is in Delhi and is the largest mosque in India. Its full name is "Masjid-i-Jahan Numa" but it is commonly known as "Jama Masjid". *Masjid-i-Jahan Numa* means "the mosque commanding a view of the world", and the name Jama Masjid is a reference to the weekly congregation observed on Friday (the *yaum al-jum`a*) at the mosque. The courtyard of the mosque can hold up to twenty-five thousand worshippers.



Shri Shantadurga Temple, Kavalem, Goa, India

Dedicated to Shri Shantadurga, the Hindu Goddess of Peace, this temple dates back to 1728. Sri Shantadurga is worshipped all over Goa and scores of temples have been devoted to this deity.

The Taj Mahal

An immense mausoleum of white marble, built in Agra between 1631 and 1648 by order of the Mughal emperor Shah Jahan in memory of his favorite wife, the Taj Mahal is the jewel of Muslim art in India and one of the universally admired masterpieces of the world's heritage.

2007 Academic Bowl Question Formats

(These have been revised slightly from the previous year)

On-Stage Section

These are some of the question formats which have been used in the tournament. Many of these will be used this year. Revised 12/1/06

Question/Value/Skills	Who answers?	Explanation
<p>TOSS-UP: 1 point</p> <p>Press buzzer</p> <p><i>Recall, Reason, Compute, Speed</i></p>	<p>First player on either side to buzz (player's light goes on and locks out all others).</p> <p>Answer within 3 seconds after buzz.*</p>	<p>Buzzing stops the question and any talking or conferring. Your answer is your first answer unless you immediately correct yourself in the middle of giving your answer (without receiving any help). If missed, Question is repeated in full (if requested), other side confers quickly and the first to buzz answers for the team. No conferring after buzzing in.</p> <p>Answer within 3 seconds after buzz.* If missed again, question might be rephrased and asked again as a new toss-up question, or asked later. Pay attention to questions missed in earlier rounds.</p>
<p>SPELLING TOSS-UP: 1 - 2 - 3 points at QM's discretion</p> <p>Press buzzer</p>	<p>First player on either side to buzz.</p> <p>SAY the word, SPELL the word,</p> <p>SAY the word again.</p>	<p>Saying word at beginning tells QM you are spelling the right word. *Quick corrections are usually allowed (a time limit may be enforced). Speak loudly and clearly. Saying word at end locks in your answer. May use scrap paper but not allowed to read from it. Answer given orally. If missed, Other side may confer quickly. Whoever buzzes answers. If missed again, we go back to the first side and the value of the question increases 1 pt. *Continue in this manner until someone gets it.</p>
<p>DECOY MULTIPLE CHOICE:</p> <p>3-2-1 points</p> <p><i>Explain, Persuade</i></p>	<p>Co-captains after conferring with teammates. <i>Answer within 5 seconds.* Decoy answers are prepared during problem solving time.</i></p>	<p>One side chooses correct answer from 4 choices provided by other side, 3 of which are decoys. Answers could be word definitions, names, places, objects, explanation of events, numerical values, dates, etc. Answers are written out, and read aloud by other side. <u>Alternate sides.</u> Got it on first try: 3 pts., 2nd try: 2 pts., 3rd</p>

		try;;1 pt. Didn't get it in 3 tries: 0 pt. Points go to side that attempts the answer.
SEQUENCE: 1-2 points Four-in-a-row: 2 Three-in-a row: 1 (Use Cards) Stand Up <i>Analyze</i>	All six players from each side play at same time. <i>Complete within 15 seconds.*</i>	Two players establish the beginning and end of the sequence(least to most, earliest to most recent) by standing at either end of the table. Other four place themselves in between them in order, holding cards so all can see. If no one gets it, try again to get the 2 points. You may eliminate one card on the second try to make it easier, and earn 1 point if correct.
TRUE/FALSE: 1 point Hold up card	Co-captains give answer for team. <i>Answer within 3 seconds.*</i>	Hold up either true or false card when prompted. 1 point if correct. All squads can win. If missed, go to next question.
MULTIPLE CHOICE : 1 point Hold up card or write on White Board	Co-captains give answer for team. <i>Answer within 5 seconds.*</i>	Hold up letter of correct answer when prompted. 1 point if correct. All squads can win. If missed, go to next question.
DOUBLE SIDED: 1 point (2-way matches only)	First player on either side to buzz (wait until you see the other side)	Each squad views a different side of a two sided paper held by the quizmaster. The question has two answers. When the quizmaster turns the paper over to review the other side, be the first one to get both solutions.
CLOSER WINS: 2 or 1 point WHITE BOARD <i>Estimate</i>	Co-captains after conferring with teammates. Tell the quizmaster when you have an answer. You may not change it after that point	If your answer is correct, 2 points. If your answer is closer than the other side's, 1 point. "Correct" might be defined to be within a prescribed range. If equally close, both sides get 1 point. If both sides are correct, both get 2 points. <i>Time limit.</i> One side will always get points. Examples: "Within 10 feet, what is the height of the Washington Monument?" "In what year did this country declare its independence from Britain?"

Problem Solving Section

Listed below are some examples of questions done by the squads at tables before we go onto the stage. These have open-ended solutions and are scored by ranking.

Scoring for all ranked questions: See below three boxes

Question	Explanation
Construction Projects	Some of the squad members will build an object out of the materials provided to achieve some purpose: to be the tallest, to roll the farthest, to be the strongest, etc.
Word Multiplication	Some of the squad members work to create scrabble like clusters of words out of given letters whose lengths when multiplied together achieve the highest raw score.

Messenger/ Observer Projects	Taking various roles, some of the squad members will try to recreate what one squad member observes, hears or reads.
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Scoring for Ranked Questions (revised 12/1/06)

RANKING FOR THREE TEAM MATCHES: First place: 14 points, Second place: 13 points, Third place: 12 points... Twelfth place: 3 points. Did not finish (nothing to measure): 1 point

RANKING FOR TWO TEAM MATCHES: First place: 10 points, Second place: 9 points, Third place: 8 points... Eighth place: 3 points, Did not finish (nothing to measure): 1 point

RANKING TIES: In a 2 team match, for ranked problems, assuming that no squad gets a 1, a total of 52 points will be awarded (10+9+8+7+6+5+4+3). If there are ties, points are adjusted accordingly. For example, if 4 squads happen to tie for first place, then the points that would have been awarded to the top 4 squads (10+9+8+7) will be distributed among each squad equally (8.5 points). Or if three squads are tied for last place, the points for last, next to last, and third to last (3+4+5) will be distributed equally and each will receive 4 points. Likewise, in a 3 team match, if 2 squads tie for first, the points for first (14) and second (13) will be distributed equally and each will received 13.5 points. If 2 squads tie for first and 7 squads tie for second, then each tied for second will receive 9 points (12+11+10+9+8+7+6)/7 = 9 points.