

Greetings TRIO Programs,

Welcome to the Florida TRIO Virtual Olympics! On behalf of the 2021 Olympics committee we are excited to lead you on this two-day virtual journey of competition and connection! This book is packed with details for how to engage, but let's look at the three main ways to participate:

**Competitions**: Whether you are competing in our featured academic challenges or our newly introduced virtual gaming competitions, we want you to BRING IT! Use your wit, your dexterity and your ambition to bring home metals for your program!

**Rep Your Set!:** TR-IO! Represent your institution at these program challenge events. Can you score bragging rights for your program? Trivia, Jeopardy, Kahoot Games, and more will earn your program points in these challenge spaces.

**Social Arcade**: This is a space of facilitated experiences intended to help students build communication, leadership, networking and critical thinking skills. Featured events in the social arcade include the community service reading rooms, the college fair, and an escape room challenge!

We truly believe this experience has something for everyone, so we invite you to explore, meet someone new, and bring your best skills to the table! An event of this magnitude would not be possible without the work of our 2020-2021 Emerging Leaders, Florida TRIO Executive Board, and our event volunteers. Thank you! Collectively we are and always will be better together. Let's cheer each other on this weekend! Best of luck!

Sincerely,

2021 Olympics Committee



Name of Program: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Director: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Directors,

Please indicate which activities/events your program will participate in by placing an

"X" in the box. Email this form to Jasmine Johnson at [jjohnso9@mdc.edu](mailto:jjohnso9@mdc.edu) no later than Tuesday, July 13, 2021.

|  |  |
| --- | --- |
| **EVENT** | **PARTICIPATING** |
| Academic Bowl (MSTS) |  |
| High Q (HSTS) |  |
| Scholar's Bowl (UB/UBMS) |  |
| Spelling Bee |  |
| Creative Writing |  |
| Public Speaking |  |
| Art & Photography |  |
| Spades |  |
| Chess |  |
| Uno |  |
| NBA 2K20 |  |
| Madden NFL20 |  |
| Rocket League |  |
| Mario Cart |  |
| Fall Guys |  |

**2021 Florida TRIO Virtual Olympics**

**TABLE OF CONTENTS**

|  |  |
| --- | --- |
| **EVENT** | **PAGE** |
| Olympic Check List | 4 |
| Opening Ceremony | 5 |
| Schedule of Events | 6 |
| Judging/Awards | 7 |
| Academic Bowl | 8 |
| High Q | 9 |
| Scholar’s Bowl | 12 |
| Art & Photography | 16 |
| Spelling Bee | 17 |
| Chess | 19 |
| Creative Writing | 20 |
| Public Speaking | 21 |
| Spades | 23 |
| Uno | 24 |
| NBA 2K20 | 27 |
| Madden NFL 20 | 27 |
| Fall Guys | 28 |
| Rocket League | 29 |
| Super Mario Kart 8 | 31 |

**Florida TRIO Olympics Check List**



❑ Registration - Paid Prior to Arrival

❑ Competition Roster - Submitted to [jjohnso9@mdc.edu](mailto:jjohnso9@mdc.edu)

❑ Classic Competitions

* Art & Photography- Upload own work by July 13th
* Chess – Create an account on chess.com and join FL TRIO Chess Club

Virtual Gaming - Each event competitor will need the following items

* NBA 2K20 - NBA2K20 Game, XBox One or later or Playstation4 or later console, and Xbox Live Gold or Playstation Plus
* Madden NFL 20 - Madden NFL 20 Game, XBox One or later or Playstation4 or later console, and Xbox Live Gold or Playstation Plus
* Rocket League - Download Rocket League Game, free on all platforms and consoles
* Mario Kart - Mario Kart 8 Game, Nintendo Switch, Nintendo Switch Online
* Fall Guys: Ultimate Knockout - Game, Playstation4 or PC, Playstation Plus or STEAM (PC))

\* Please note Florida TRIO will not provide gaming consoles or games.

**Opening Ceremony**

The opening program is designed to promote camaraderie, generate an atmosphere of excitement and establish friendly and wholesome attitudes among students. The opening ceremony should reflect a spirit of community, unity and inspiration for all Florida TRIO Olympians.

**Virtual Background**

Each program will either design a virtual background or choose one that represents your program. Participants should enable the background for the opening and closing ceremonies.

**Dress**

It is requested that the directors, students and staff wear the school or program T-shirts for the opening event.

**Program Introductions**

A program representative should be prepared to introduce themselves and a student representative at the opening ceremony. The opening ceremony will start at 9:00 am sharp and will include a welcome, introductions, and a preview for our day!

**Rep Your Set!**

Olympians will be able to gain points for their program by competing in group challenges such as Trivia, Kahoot It! and Jeporady. No prior sign up is required! Programs can send representatives to each event to earn them points.

**Rosters**

All final rosters would need to be completed and submitted by July 13, 2021 by 5pm. We MUST have the rosters in order for your team to participate in the event.

**Event Navigation**

We will use the Florida TRIO Olympics website to navigate this event. All links, event rules, and schedule will be posted to the website. Full schedule and details will go live for the event on July 15th. [Florida TRIO Virtual Olympics](https://sites.google.com/view/fl-trio-virtual-olympics/home)

**Schedule of Events for the 2021 Florida TRIO Virtual Olympics**

**Thursday, July 15, 2021**

\* All events are listed in Eastern Standard Time

|  |  |  |
| --- | --- | --- |
| **Times** | **Events** | **Location** |
| 8:00 am – 9:00 am | Coaches Meeting | [Zoom 1](https://us02web.zoom.us/j/86240047483) |
| 9:00 am- 9:45 am | **Opening Ceremony** | [Zoom 1: Opening/Closing](https://us02web.zoom.us/j/81946514799) |
| 10:00 am – 12:00 pm | Academic Bowl | Zoom 2 |
|  | High Q | Zoom 3 |
|  | Scholar's Bowl | Zoom 4 |
|  | Uno | Zoom 5 |
|  | Social Arcade: Among Us | Zoom 6 |
|  | Rep Your Set: Trivia! | Zoom 7 |
| 12:00 pm – 1:00 pm | **Lunch (on your own)** |  |
| 1:00 pm – 3:00 pm | Madden NFL 20 | Zoom 2/Stream |
|  | Public Speaking | Zoom 3 |
|  | Mario Kart | Zoom 4/Stream |
|  | Spelling Bee | Zoom 5 |
|  | Reading Rooms | Zoom 6 |
|  | Rep Your Set: Kahoot It! | Zoom 7 |
|  | Rep You Set: Jeopardy! | Zoom 8 |
| 3:00 pm – 4:00 pm | **Day 1 Closing Ceremony** | [Zoom 1: Opening/Closing](https://us02web.zoom.us/j/81946514799) |

**Friday, July 16, 2021**

|  |  |  |
| --- | --- | --- |
| **Times** | **Events** | **Location** |
| 9:00 am – 9:45 am | **Day 2 Opening** | [Zoom 1: Opening/Closing](https://us02web.zoom.us/j/81946514799) |
| 10:00 am – 12:00 pm | NBA 2K | Zoom 2/Stream |
|  | Creative Writing | Zoom 3 |
|  | Chess | Zoom 4 |
|  | Art & Photography | Zoom 5 |
|  | Rocket League | Zoom 6 |
|  | Madden Finals (If needed) | Zoom 7/ Stream |
|  | College Fair | Zoom 8/ Gallery |
| 12:00 pm – 1:00 pm | **Lunch (On your own)** |  |
| 1:00 pm – 3:00 pm | Fall Guys | Zoom 2 |
|  | Spades | Zoom 3 |
|  | Chess Finals (if needed) | Zoom 4 |
|  | NBA 2K Finals (if needed) | Zoom 5/ Stream |
|  | Rep Your Set: Escape Room! | Zoom 6 |
|  | Jack Box Games | Zoom 7 |
|  | Mario Kart Mobile | Zoom 8 |
| 3:00-4:30p | **Closing Ceremony & Awards** | [Zoom 1: Opening/Closing](https://us02web.zoom.us/j/81946514799) |

## Guidelines for Judging and Awards

External judges will be engaged for each event as well as Trio program directors and staff as needed. Trio program directors and staff will not be used as judges for the final round of any events where their students have not yet been eliminated.

First trophies and second, and third place metals will be awarded to each program for each competition. If there is a tie (first, second or third) and no provisions are listed in the rules for additional games/competitions, two metals may be awarded. Metals are awarded to the program and not the individual participant.

**Decorum, character, and integrity must be maintained in all events!**

**Academic Bowl Competition Rules**

\*Competition will be held in a virtual setting.\*

**GENERAL INFORMATION**

* 1. No buzzers will be used.
  2. Official timekeepers will verbally control response time.
  3. An official scorer will tabulate and announce scores at the end of each round.
  4. Each school is permitted to register a team of up to twelve members. However, the minimum number of participants for any given event is 6 and the maximum number of participants is 8. Team members may only be "substituted" after rounds one and/or two of the Super Quiz. **STUDENTS MAY NOT BE" SUBSTITUTED" DURING THE WRITTEN EXAM OR THE SPELLING BEE.**
  5. The **ONLY EVENT** in which Team Members may confer before answering a question is during the **SUPER QUIZ.**

###### TALKING AND SHARING INFORMATION IS CONSIDERED CHEATING. THIS WILL NOT BE ALLOWED. IF FOUND GUILTY OF TALKING AND/ OR SHARING INFORMATION, TEAM MEMBER(S) AND/ OR THE TEAM WILL BE DISQUALIFIED FROM THE COMPETITION.

* 1. NO STUDY MATERIALS ARE ALLOWED OUT DURING THE COMPETITION. STUDY GUIDES SHOULD BE PUT AWAY PRIOR TO ENTERING THE ZOOM.
  2. Teams may use the Campbell's Middle School Quiz Books as a guide for

Study Material. However, the test preparer may obtain questions from other sources earmarked for middle school students.

**WRITTEN EXAM (40 Multiple choice questions)**

1. Each team is required to take the written exam.
   1. Copies of the exam will be distributed to each team member via a link
   2. Team members will not be allowed to sit together.
   3. Each member taking the exam will be given an identifying number before taking the exam.
   4. English, Science, History and Math questions will be included in the exam.

Pre- algebra is the highest level of math on the exam.

**Educational Talent Search "High Q" Academic Competition**

\*Competition will be held in a virtual setting. Students will use a virtual buzzer to buzz in and answer questions.\*

**First Period: Open Round**

1. During the first period, all questions are "open" and worth 10 points.
2. The first period will last four minutes.
3. An open question may be answered by any member of any team by buzzing in and waiting to be acknowledged by the reader.
4. All players will be given 3 seconds from the time the reader stops reading the question to buzz.
5. The player must be ready to give the answer as soon as he is recognized. She/he may not answer before being recognized. Doing so will result in disqualification for the current question and opposing team will be given an opportunity to answer. Once a player is recognized, she/he will be given 3 seconds to begin her/his answer. Once a player starts to answer, she/he will be given 3 seconds to begin answering.
6. The player may not consult with other team members.
7. A player may interrupt a question while it is being asked if he believes he can anticipate the correct answer. After the interruption, the player will have 3 seconds to answer.
8. If the recognized player gives an incorrect answer or no answer at all, the first member of the opposing team to buzz may respond after being recognized.
9. If the question was not completely read and the first team gives an incorrect answer, the question will be completed and the opposing team will be given an opportunity to answer.
10. If the period ending tone sounds while the reader is reading a question, he will stop and the period is finished.
11. If the tone sounds during or after a player signals, the player will be given 3 seconds to give an answer. Following his answer, the period is over. If incorrect, the opposing team does not get the opportunity to answer since time has expired prior to their attempt.

**Second Period: Face-off and Extra Credit Round**

1. There are two types of questions in this period: Face-off and Extra Credit.
2. Each Face-off question (worth 10 points) will be played one-on-one, pairing one opposing player from each team. A random drawing prior to the competition will determine the order in which each team's player must answer a face-off question. The reader will identify the player for each team involved in the face-off. Only those two players may buzz in to answer the question.
3. All players will be given 3 seconds from the time the reader stops reading the question to buzz.
4. The player must be ready to give the answer as soon as she/he is recognized. She/he may not answer before being recognized. Doing so will result in disqualification for the current question and the opposing team will be given an opportunity to answer.
5. Once a player is recognized, she/he will be given 3 seconds to begin his answer. Once a player starts to answer, she/he will be given 3 seconds to complete the answer.
6. The player may not consult with other team members.
7. A player may interrupt a question while it is being asked if he believes she/he can anticipate the correct answer. After the interruption, the player will have 3 seconds to answer.
8. If the recognized player gives an incorrect answer or no answer at all, the first member of the opposing team to buzz may respond after being recognized.
9. If the question was not completely read and the first team gives an incorrect answer, the question will be completed and the opposing team will be given an opportunity to answer.
10. If both players fail to answer the face-off question correctly, their turn is over and the next pair of players attempt to answer the next face-off question.
11. If the team member correctly answers the face-off question, that team gets a chance at a 3 part category orientated extra credit question. The extra credit question works this way.

* The team starts with a five point question, then a ten pointer, finally a fifteen point question. If a team misses any one along the way, the extra credit stops and the team is awarded its accumulated points. The team has 5 seconds for consultation on each extra credit question. When the tone sounds indicating the 5 seconds has expired, the captain must be ready to give his answer without stalling. If no answer is given, that will be the same as a wrong answer and the extra credit attempt will end. Upon completion of the extra credit attempt, another face-off question will follow and the procedure is repeated.

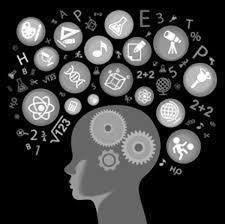
1. Consultation among team members is permitted on extra credit questions only! (In this case teams will be separated into breakout rooms. Team will be given 1 minutes to discuss.)
2. Answers to the extra credit questions must be given by the team captain, who need not be recognized before answering. The captain may delegate another member to answer. He must state his desire for another member to answer on each question when he chooses this answer.
3. The buzzing response system is not used in extra credit questions.
4. This round will conclude when all members of each team has competed once in a face-off round.

**Third Period: Quick Quiz**

1. The period begins with the team having the lowest score. If the teams are tied, the winner of a coin toss will determine who goes first.
2. The buzzing system will not be used during this period.
3. The team with the lowest score selects one of two categories from which its one minute of questions will be drawn.
4. Each question is worth 10 points.
5. Consultation among team members is allowed.
6. During the quick quiz, any team member may answer the question. The first answer heard by the reader will be ruled correct or incorrect. If more than one answer is given simultaneously, the captain will be asked to choose between them. It is important the team be careful to distinguish between consulting among themselves and giving an answer to the question.
7. A player need not be recognized by the host before answering the question.
8. A player may respond before the reader has completed the question, but the reader reserves the right to complete all questions after a correct or incorrect answer has been given.
9. The team is playing against a one minute clock. The reader will give the team 3 seconds to answer each question. If no answer is given within 3 seconds after the question is completed, the reader will ask the next question without giving the answer to the previous one. If the team does not know the answer and does not want to use the 3 seconds to consult, the captain may refuse the question by saying "pass" and the reader will turn to the next question.
10. After the one minute has ended, the second team will have a chance to answer any questions the first team missed. The second team will be given 3 seconds to consult and answer each question.
11. After the second team has finished trying to answer the questions missed by the first team, the second team will select from the three remaining categories and play the one minute round. Then, the first team will be given the same opportunity to answer any questions missed by the second team.
12. A maximum of 20 questions will be asked during each on minute period.

**Fourth Period: Final Exam Round**

1. Rules for the fourth period are the same as the rules for the first period except for point values.
2. During the fourth period, all questions are "open" and worth 20 points.
3. The fourth period will last four minutes.
4. All players will be given 3 seconds from the time the reader stops reading the question to buzz.
5. The player must be ready to give the answer as soon as he is recognized. He may not answer before being recognized. Doing so will result in disqualifying the current question and the opposing team will be given an opportunity to answer.
6. Once a player is recognized, he will be given 3 seconds to begin his answer. Once a player starts to answer, he will be given 3 seconds to complete the answer.
7. The player may not consult with other team members.
8. A player may interrupt a question while it is being asked if he believes he can anticipate the correct answer. After the interruption, the player will have 3 seconds to answer.
9. If the recognized player gives and incorrect answer, or no answer at all, the first member of the opposing team to buzz may respond after being recognized.
10. If the question was not completely read and the first team gives an incorrect answer, the question will be completed and the opposing team will be given an opportunity to answer.
11. All players will be given 3 seconds from the time the reader stops reading the question to buzz.
12. The player must be ready to give the answer as soon as he is recognized. He may not answer before being recognized. Doing so will result in disqualification for the current question and the opposing team will be given an opportunity to answer.
13. Once a player is recognized, he will be given 3 seconds to begin his answer. Once a player starts to answer, he will be given 3 seconds to complete the answer.
14. The player may not consult with other team members.
15. A player may interrupt a question while it is being asked if he believes he can anticipate the correct answer. After the interruption, the player will have 3 seconds to answer.
16. It the recognized player gives and incorrect answer, or not answer at all, the first member of the opposing team to buzz may respond after being recognized.
17. If the question was not completely read and the first team gives an incorrect answer, the question will be completed and the opposing team will be given an opportunity to answer.
18. If the period ending tone sounds while the reader is reading a question, he will stop and the period is finished.
19. If the tone sounds during or after a player signals, the player will be given 3 seconds to give an answer. Following his answer, the game is over provided there is no tie.

**SCHOLAR'S BOWL (UB)**

\*Competition will be held in a virtual setting.\*

**Team Composition**

A team shall be composed of six (6) team members with four (4) participating members and two (2) substitutes. Each team shall designate its captain. If the competition is held in the summer, bridge students are ineligible.

**Team Captain**

The captain will operate the buzzer. The responsibility of the team captain is to:

* 1. Answer a specific bonus question, except when the captain announces a designee to answer a specific bonus question or part of a bonus question;
  2. Decide on substitutions (Substitutions may only be made during a break between halves); and
  3. be aware of the rules and procedures.

**Procedures** - **Teams not in attendance at the start of a game will forfeit that game.**

Matches will take place in zoom in a round robin competition format. All participants must show at least half of their upper body including their hands. There will be several games held simultaneously in breakout rooms and the team with the highest number of wins will be the champion. In case of a tie, head-to-head competition will decide the winner.

*When two teams tie*

For example, Team A and Team B are tied with records of 6 wins and 1 loss, if Team B beat Team

A when they played each other, then Team B is the winner.

*When three or more teams tie*

For example, Team A, B, and C are tied with records of 6 wins and 2 losses, if Team C beats both team A and B, then Team C is the winner. If Team C beats Team B, Team B beats team A, and

Team A beats Team C, then the team that had the highest point total in these head-to-head games would be the winner. The next tie breaker is highest points total of all games.

Each match will last a maximum of 30 minutes. It will consist of two halves, with ten (10) questions asked during the first half and ten (10) questions during the second half. There will be two-minute break between halves, at which time substitutions may be made. Two participating teams should not leave the zoom room during the break.

All matches will be under the supervision and control of the following Scholar's Bowl officials:

a. Moderator: will ask the questions, be responsible for the questions, the conduct of the

match, judge the answers, and handle appeals.

b. Timekeeper: will aid the moderator with all matters of time, maintaining a score sheet of the match and handle all matters of identification.

**Questions**

The categories of the questions will be: Language/Literature, Mathematics, Current Events, Miscellaneous, Social Science and Science

**Toss-up questions** will be worth ten (10) points each.

**Bonus questions** will be worth twenty (20) points each. Partial credit is possible on some questions with multiple answers. The multiple- part questions will be designated by the moderator. The answer to all bonus questions shall be given by the team captain, except when the captain announces a designee to answer a specific bonus question or part of a bonus question.

**Answering Procedures**

1. The match shall begin with the moderator asking a toss-up question. The time for the match begins with the reading of the first toss-up question.

2. The toss-up question is to be answered individually by the contestant who first buzzes in and is recognized by the timekeeper.

3. Teams may not confer on Toss-up questions.

1. Teams will have ten (10) seconds to buzz in after the moderator has completed reading the question. Time keeper will count out the 10 seconds count down in breakout rooms.

2. If no one buzzes in after ten (10) seconds, the timekeeper calls "time", the answer is read, and a new question will be asked.

3. The contestant who is recognized to answer will then have ten (10) seconds to complete the answer. Any answer or part of the answer made after time has expired will not be counted.

4. After a correct answer to a toss-up question, the team will get a bonus question. The team may confer during the bonus.

5. At the completion of the reading of a bonus question, the team captain must complete the answer within thirty (30) seconds. Bonus questions, which have multiple answers for partial credit, **must be specified as to which part of the answer is being given.**

*For example, Bonus question: (5 points each):*

Name the following members of the first presidential cabinet.

A. President B. Vice- President C. Secretary of Treasurer D. Attorney General

An example of a correct partial response could include, "C is Alexander Hamilton; A is George Washington; D no response; and B is John Adams."

The moderator would then say," A, B, and C are correct for 5 points each for a total of 15 points. The correct response for D was Edmund Randolph.'

Buzzers are not used for the bonus questions.

**IN ALL CASES, THE FIRST ANSWER IS THE ONLY ACCEPTABLE ANSWER. "STACKING" ANSWERS FOR TOSS-UP OR BONUS QUESTIONS WILL NOT BE ALLOWED.**

**The match shall continue as stated, with the following specifics:**

1. In case of an interrupted toss-up:
   1. An incorrect answer will not be penalized.
   2. The question shall be completely re-read for the opposing team only and is to be answered individually by the competitor who buzzes in first and then is recognized.
2. In case a toss-up is answered incorrectly (without interruption), there is no penalty.
3. There will be a ten (10) second allowance before the question is killed and another toss- up will be read.
4. If a question is answered by a contestant before he/she is recognized by the moderator, the answer, right or wrong, shall be disregarded and the opposing team will have ten (10) seconds to buzz in. If the opposing team buzzes in, after the individual is recognized he/she will have 10 second to complete his/her answer.
5. In case of undue audience participation or disturbance, the question involved shall be discarded and a new question will be read after the audience has been reprimanded.
6. In case of a missed toss-up:
   1. When a toss-up question is missed by a participant who has attempted an answer after buzzing in and having been properly recognized, the question will be open for the other team to answer. Contestants from both teams are reminded not to confer during the toss-up questions, even if the other team has been recognized.
   2. The opposing team will have ten (10) seconds to buzz in after the moderator has indicated and incorrect answer. They will have ten (10) seconds to complete their answer after being recognized.
7. In case of a protest:
   1. The protest must be made on the spot. The match may be interrupted if a team captain feels a procedure is questionable. He/she should inform the moderator and the protest shall be resolved by the moderator and timekeeper. **Sponsors, coaches, and audience members may not interrupt for any reason.** The team captain is to be aware of the SAEOPP Scholars' Bowl rules and procedures.
   2. Any decision to be made regarding the protest shall be made by the moderator whose decision is final.
   3. In case a match is tied, toss-ups shall be read until the tie is broken.
   4. Final decisions shall be made by the Scholars' Bowl Committee on all matters not covered here.
   5. The answers on the moderator's cards are the only acceptable correct answers.

STUDY MATERIAL:

1. *Campbell's Potpourri V of Quiz Bowl Questions* by John P. Campbell

2. *Three Cheers for the Red, White, and Blue and Other Famous* by John P. Campbell

3. *Campbell's 213 Lightning Rounds* by John P. Campbell

QUIZ BOWL QUESTIONS WEBSITES

|  |  |  |
| --- | --- | --- |
| 1. | Patrick's Press, Inc. | [www.patrickspress.com](http://www.patrickspress.com/) |
| 2. | National Academic Quiz Tournaments (NAQT) | [www.naqt.com](http://www.naqt.com/) |
| 3. | Knowledge Master | [www.greatauk.com](http://www.greatauk.com/) |
| 4. | Thinking Cap | [www.thinkingcapquizbowl.com](http://www.thinkingcapquizbowl.com/) |
| 5. | Academic Bowl Online | [www.academicbowlonline.com](http://www.academicbowlonline.com/) |
| 6. | Questions Unlimited | [www.qunlimited.com](http://www.qunlimited.com/) |

**Art & Photography**

**All entries will need to be submitted by July 13th by 11:59pm**

In an effort to assure a smooth operation of the Olympic Art Exhibit and Competition, we are asking that each project follow the guidelines below:

1. Each program may enter up to 3 entries per category**.**
2. Artwork entered in the exhibits must be work done during last 6 months leading up to the Olympics.
3. IDENTIFICATION OF ART PIECES:

* Student may include his/her NAME, THE MEDIUM USED, AND THE TITLE as part of the Artwork or submit it separately via a google form ([Art Submission Link](https://secure-web.cisco.com/1xvgRk8CqlbJbgpEzrCY6hU4jX33EmJYtnX_PHMKU1FMGXCFZvomLXsUhJMk_C2l4TN22wT-25RWUX8t9UHWc3mkGvXATNoeORZfnxtAzjwd2C8YTZxrB2YbHWdfQ__y6F2EX4jkriusqa5T1Ew09_yv_AFpU-7QMJoy6u19qgwj3aAIS_TaEALULz4DW-OVrZ8Jj1YQ8aQ3jlQnZcMTDHHB2jC-epQIoJmfSW4ta-Ge5My7WoteukyY-RYh6iIiJSwfkSmtPaC-akr2bJj2Z8A/https%3A%2F%2Fnam10.safelinks.protection.outlook.com%2F%3Furl%3Dhttps%253A%252F%252Fsecure-web.cisco.com%252F1wZwmd_PTvXM2nRWVqphuvor2pTCf75f7CDvfC0BYm6Hz7YpQfPMy0Cfh_tlXpn84dyY1q_LgB8X9epb5tmqkBuK1mmjJa1AnXqkHziAh-LhjqUlgdyKCo0NAu21gzArAI7-kP9npeDcL__mai2_58YzBFlFrt2GsqKlGYOeWN_USMaJz9_6b39W8vRblyy-fNl0kXqeNfFmnc-bg_yHU3-TZCjDVEmxPsnV1LVSHZpNF4A7vXTVcxAJfGenJFHyHhL6Akhet_O5IaVsxkYEy0vtkbvtiji1Y-e1StWQbo7YHiBQnfgtquZX7WfkVWpHVbGZpCjCdToJ8N19P3gwLDUtn24fjvmq68BV9TTmieu8%252Fhttps%25253A%25252F%25252Fnam10.safelinks.protection.outlook.com%25252F%25253Furl%25253Dhttps%2525253A%2525252F%2525252Fsecure-web.cisco.com%2525252F1WqU2Y_3AB4bP_1hShWOJU6kOg1ee4qt9GcJHhbZvrA_rlFG2bV6GduSPfbWTDWlN1d0_Fv3Jo3yUfidldFJrOchSYyZxbbJ4FMX5EKEY9ors3s7jO_tvrddQNm7Rihvnx0DVniV3LaKtLAtnpY3GGrDcTu-8NFYbFjvsbCIZ4OAiN_lr2BddvkUQgV2zpkCh-rqUFUrUSq0Icb42F_LJZG_C2s_T2KCYfec5OZm_A79XSU0sdZaeTyg30JnegXBz4DkdRdUP5zIorw-_DFGU5nUxjsYCm8FO2YRJLwBB4QX2SVeofX3puG2kEuVI6AacMTVcog4bx3b1_lEuArv7mYHt3nyLQhqH3RxCfqaf2xxnB32hxjlE7eXA8mCq70EUZmY97lmB-yTqHnCW2ROb-2NfpOBWiQl89zuzovTKTAJ6hdK1yxazA8LoqfQ2rMWki-4D5xOAnJbV6HTjjYvtkg%2525252Fhttps%252525253A%252525252F%252525252Fnam10.safelinks.protection.outlook.com%252525252F%252525253Furl%252525253Dhttps%25252525253A%25252525252F%25252525252Fforms.gle%25252525252FAMvyX5XAMvC5fdrx8%2525252526data%252525253D04%25252525257C01%25252525257Cmmatthews-bethea%252525252540pensacolastate.edu%25252525257C32aa3049203b420bd09708d93c8fea1c%25252525257Cc74db691b7f8438fa3e045c2c44bc2ae%25252525257C1%25252525257C0%25252525257C637607411532169429%25252525257CUnknown%25252525257CTWFpbGZsb3d8eyJWIjoiMC4wLjAwMDAiLCJQIjoiV2luMzIiLCJBTiI6Ik1haWwiLCJXVCI6Mn0%25252525253D%25252525257C1000%2525252526sdata%252525253DsVxkthBuCuXBvlUUm%25))
* The name of the SCHOOL should only be submitted via the google form submission link.

1. JUDGING AND AWARDS

* Judges—To Be Announced!
* Judges will be given the same guidelines as each project art coordinator to guide them in making their selections.
* First, second and third place overall project awards will be given based on a point system.
* Judges will be asked to choose a 1st, 2nd, and 3rd place piece of art from each category. Points will be awarded accordingly and the program with the most points overall will receive the first-place award.



1. ENTRIES

* Categories:
  1. Drawing (pencil, pen)
  2. Painting (water color, oil, acrylic)
  3. Mixed Media (combinations of various media)
  4. Ceramics (clay)
  5. Photography
* Presentation - Framing is optional for drawing, painting, mixed media and photography.



###### 1. Each program is entitled to 5 contestants.

1. The Florida TRiO Spelling Bee will be an oral competition, with eliminations on a miss-and-out basis in the traditional Spelling Bee.
2. Words used in Florida TRIO Olympics finals will be selected from the "Words of the Champion" booklet, from the lists used in various city and regional contest and from American Heritage Dictionary.
3. Words will be pronounced according to the diacritical markings in American Heritage Dictionary from which the pronouncer will select the definition or definitions that he/she gives. With the approval of the judgers, he/she may give a fuller explanation of the meaning of a word to supplement the dictionary definition of definitions quoted.
4. In competition, contestant must show half of his/her body including his/her hands in the camera.
5. In competition, after the pronouncer gives the contestant a word, the contestant may also pronounce the word before spelling it, after spelling it, or, if he/she so chooses, not at all.
6. The contestant may request the pronouncer to re-pronounce the word, define it, or use it in a sentence. The contestant may ask for the language origin of the word. No other information about the etymology or history of a word will be given. If the contestant has a specific root word in mind, the contestant may ask if the dictionary lists that word as the root of the word to be spelled. The pronouncer will grant all such request until the judges agree that the word has been made reasonably clear to the contestant. JUDGES MAY DISQUALIFY ANY CONTESTANT WHO IGNORES A REQUEST TO START SPELLING.
7. Having started to spell a word, a contestant may stop and start over, retracing the spelling from the beginning, but in the retracing there can be no change of letters and their sequence from those first pronounced. If letters and their sequence are changed in the respelling, the speller will be eliminated.
8. Upon missing the spelling of a word, the contestant immediately drops out of the contest. The next word on the pronouncer's list is given to the next contestant.
9. When the contestants are reduced to two, the elimination procedure changes. At that point, when one contestant misspells a word, the other contestant will be given an opportunity to spell the same word. If the second contestant spells that word correctly, plus the next word on the pronouncer's list, then the second contestant will be declared the champion.
10. If one of the last two spellers misses and the other, after correcting the error, misspells the new word submitted to him/her, then the misspelled new word will be referred to their first speller. If the first speller then succeeds in correcting the error and correctly spells the next word on the pronouncer's list, then he/she will be declared the champion.
11. American Heritage Dictionary will serve as the final authority for the spellings of words in the competition. If more than one spelling is listed for a word appears in boldface type and it either matches the pronunciation and definition provided by the pronouncer, or it is clearly identified as being a standard variant of the word that the contestant has been asked to spell. Boldface spellings at other locations having archaic, obsolete, or regional labels (such as North, Midland, South Brit(ish), Irish) that are different from those at the main entry will not be accepted as correct.
12. Any question relating to the spelling of a word should be referred to the judges immediately.

The deadline for making a protest is before the contestant affected would have received will be entertained after that word has been given another speller. When only two spellers remain, a protest must be made immediately, that is, before the second word, before the correct spelling is given the audience.

1. The judges are in complete control of the Spelling Bee. Their decision will be final on all questions. There will be three judges.

Matches will take place in a round robin competition format. There will be several games held simultaneously and the team with the highest number of wins will be the champion. In case of a tie, head-to-head competition will decide the winner.

**RULES FOR CHESS**

Tournament will be held on chess.com

1. Each program is entitled to 8 players.
2. Students participating in chess must create an account on chess.com. If they already have an account on chess.com they can use that as well.
3. Once a roster is submitted, a link will be sent out to each team for students to join the FL TRIO Chess Club. Students must be a member of the FL TRIO Chess Club to participate.
4. There must be at least 5 players total to make the tournament.
5. The competition will be standard chess played in arena style, where players play multiple games until time is up and the player with the most points wins. A win is worth 2 points, a draw is worth 1 point and a loss is worth 0 points. Chess.com will be keeping track of your score.
6. Time controls will be set for 10 minutes. Tournament play will be approximately 2 hours. This will give players the opportunity to play multiple games within the tournament time frame to accumulate as many points as they can.
7. Competition will proceed with rules in accordance to chess.com

**HOW THE PIECES MOVE**

1. King can move to any adjoining square that is not attacked by an enemy piece.
2. Queen may move in any direction as far as it wants.
3. Rook may move sideways and up or down as far as it wants. It may not move diagonally.
4. Bishop may move only on the diagonal it stands on.
5. Knight moves 2 squares to the left, right, up or down and then makes a 90-degree angle and moves one square.
6. Pawns may only move forward
   1. When the pawn first moves it may move two squares. After it has moved once, it only moves one square at a time.
   2. When a pawn reaches the end of the row it may be exchanged for any piece – a queen, rook, bishop, or the

knight.

* 1. When a pawn is making a capture it moves diagonally and can only go one square.

**MOVING:**

1. When making moves on chess.com you will be using your mouse or touch pad.
2. A player's turn is over once he/her releases the piece once the move has been made.
3. Chess.com will be keeping time.

**CHECK:**

1. When you lose your king the game is over.
2. When the enemy is attacking your king this is called **CHECKED**.

**WINNING**

The game is over when a player cannot get out of a check.

1. Each program is entitled to a maximum of three contestants.

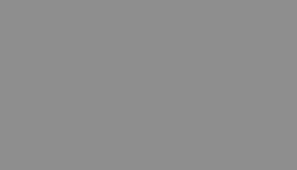


1. Participants will write a composition of at least 250 words dealing with a topic related to current events or TRiO.
2. Participants will receive the essay topic on the day of the creative writing contest.
3. Contestants will be given 30 minutes to write their essays and 10 minutes to read over what they have written and make corrections.
4. Each contestant will be awarded points as follows:

|  |  |
| --- | --- |
| **Area** | **Points** |
| Originality | 25 |
| Sentence Structure | 25 |
| Spelling | 20 |
| Informative/Entertaining | 15 |
| Clarity | 15 |

**Total Possible Points = 100**

1. There will be a first, second and third place winner.
2. The decisions of the judges are final.
3. Punctuality will be strictly observed.

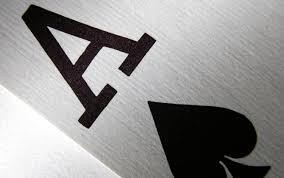


## PUBLIC SPEAKING

###### Categories for speech include: Impromptu, Informative, and Persuasive

1**.** Each program is entitled to two contestants. There will be a preliminary round with the top six scorers advancing to the final round.

1. Extemporaneous Speaking is a limited preparation event. Each contestant/program is responsible for providing their own reference materials. Suggested materials are magazines and newspapers printed within ninety days of the competition. All discussion topics will come from regional, national, and international news taking place within ninety days of the competition date. (NOTE: ALL WORLD AND NATIONAL NEWS FROM April 30, 2021 TO THE PRESENT IS FAIR GAME).
2. Each contestant will begin every round of competition in the exempt prep room (breakout room). The exempt prep room will be free of distracting noises and conversations. The exempt prep room will be under the control of the proctor. Those not following the proctor's instructions may be removed at the proctor's discretion. The proctor may assign any necessary changes in speaker order. The proctor will call each speaker position and assign topics every seven minutes until all speaker positions have been assigned.
3. All speakers must be in the exempt prep room during their assigned time. Each speaker will receive from the proctor a topic list with three topic choices. The speakers will have thirty minutes from the time of their topic draw to research and prepare their speeches and then appear in their assigned speaking rooms. The speakers will speak on one of the three topic choices only. The speaker will present the topics to the judge(s) in the competition room. A student without a topic list may not be allowed to speak (at the discretion of the judges).
4. After the thirty-minute preparation, the speaker must present a maximum seven-minute speech on one of the topic choices offered. Judges will be instructed to give favorable consideration to those presentations that reach a minimum time of at least four minutes. A single 4 X 6 note card will be allowed during the presentation. No other notes or props are allowed.
5. The judge(s) will rank the speakers by order of preference from 1 to 5. No rank of six is necessary until the final round. The judges will also assign quality points from 1 to 25.
6. All contestants will be restricted to time limitations of 3 to 5 minutes. Students will be allowed to complete the last sentence only when running overtime. Speeches which do not meet minimum time limits will automatically be ranked as 5.
7. In the final round, the remaining participants will select a topic from the two they did not select in the preliminary round. They will have thirty minutes from their topic selection to prepare a speech on the new topic, following the same rules as before.
8. Judges will rank the finalists by order of preference from 1 to 6. The judges will also assign quality points from 1 to 25
9. Contestants may observe their fellow speakers after they have spoken, but under no circumstances before their own speeches. Audiences are allowed to observe the competition. Photographs, audio, and videotape will only be allowed with the consent of the competitors. The host program and tournament director may tape the final rounds of competition.



## SPADES

###### 1. Each program is entitled to three teams consisting of two players each.

1. This will be an elimination tournament. Winners will meet winners, and losers will drop out.
2. The game ends once a team reaches 7 points. The first team to 7 points wins.
3. There will be no bids; instead score will be kept by a point system. 7 books equals to 1 point, 8 books equals to 2 points, 9 books equals to 3 points and 10 books equals to 4 points. The score is being kept this way due to time purposes.
4. The dealer will be chosen by first diamond deal.
5. The Wild Cards will consist of the Joker (Big and Little), the two of diamonds and the two of spades in that order only.
6. Spades are always trump cards and will follow the wild cards.
7. Players talking once cards are dealt or talking across the table will be disqualified.

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**Virtual Uno Tournament Rules**

* Games of 4 players. Each program is allowed to enter up to 16 players.
* STACKING ALLOWED (can stack a +2 on a +4 if the color matches the color that was called.)

• +4 can be stacked on to any +2, however the newly called color must be diferent than the +2 color.

* Must say Uno/call Uno after playing your 2nd to last card.
  + A 3 second grace period is allowed to say Uno before opposing players can call you out
* If you fail to say Uno, you must draw 2 cards.
* Highest point total after 5 games or 10 minutes, whichever comes first.

## Scoring

* Player that gets rid of all their cards first wins.
* The subsequent players will be scored in the following way.
* Numbered cards will be scored by the value on the card ( Red 9 = 9 points), Action cards (Reverse, Skip, Draw 2) are worth 20 points, Wild cards (Wild, Draw 4) are worth 50 points.
  + Example:
    - Say you have a G5 (green 5), B6, B2, RReverse, and a Wild card your point for the round would be 83.
* Lowest score after 5 rounds wins! If a point tie occurs, highest number of game wins (getting rid of all of your cards).
  + The app autoscores so the "winner" will have the highest score instead of the lowest score.

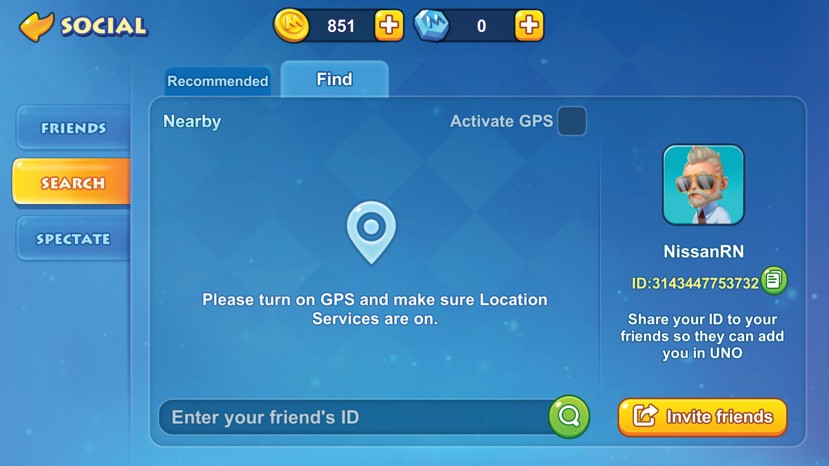
# Everything You Need to Know About the Game

## Pre-tournament

* Initially you will need to download the Uno! App available in the store (Apple) or the Google Play Store (Android)
* From there once it is downloaded, it will ask you to decide on a username.

## How to Join

* Go down to the Social Button in the bottom right corner, once you click on social it will bring you to a screen that looks like this.
  + You can go to the search tab on the left side and add the moderator as a friend prior to the tournament.



* + From there all your work is done, come tournament time you will be invited to a room that looks like the screen below!



**NBA 2K20**

1. Teams will compete in 5v5 Private All-Star Team-Up Game Mode (East vs West). Programs can enter two teams per gaming console.
2. Each player on team must have same gaming console (e.g. PS4, Xbox One). There is no cross platform gaming, so Xbox players cannot compete against PS4 players.
3. All teammates and opponents competing in same game must be online friends in order to join same lobby and start game.
4. A coin flip will take place to determine who picks if they want their team to be East or West
5. A team must have 5 players on team to begin a game. No substitutes.
6. Once game has started only students listed on roster can participate in the event.
7. Games will consist of four 5 minute quarters on Pro game style settings.
8. Tournament will be single elimination (per console). The final 4 teams will compete for placement. The two winners of the semifinal games will compete for 1st and 2nd place in championship game. The two teams that lose in the semifinal will compete for 3rd place.
9. Unsportsmanlike conduct is prohibited and will be grounds for elimination.

**Madden NFL20**

1. Teams will compete in 3v3 MUT Squads. Programs can enter two teams per gaming console.
2. Each player on team must have same gaming console (e.g. PS4, Xbox One). There is no cross platform gaming, so Xbox players cannot compete against PS4 players.
3. All teammates and opponents competing in same game must be online friends in order to join same lobby and start game.
4. A team must have 3 players on team to begin a game. No substitutes.
5. Once game has started only students listed on roster can participate in the event.
6. Games will consist of four 5 minute quarters on default difficulty settings.
7. Tournament will be single elimination (per console). The final 4 teams will compete for placement. The two winners of the semifinal games will compete for 1st and 2nd place in championship game. The two teams that lose in the semifinal will compete for 3rd place.
8. Unsportsmanlike conduct is prohibited and will be grounds for elimination.

**Fall Guys**

1. Each program can enter up to 4 teams of 4 for this event.
2. Competitors must be either on PS4 or PC via the STEAM app with access to Fall Guys: Ultimate Knockout.
3. Each squad must have an identifying name, and report scores via zoom chat between each game. Each squad will play 5 games.
4. Format: Quads crown/placement race; Players will be joining a lobby with 3 other teammates and playing for highest placement in 5 games. This means that every team in the tournament will only be playing 5 games. Teams must take a picture after each game, and submit those 5 scores with picture proof. To get to the right game mode press "Show Selection" then make sure there's only a check mark on game mode "Squads Show," then go back to the main menu and be sure the play button says "Play! Squads Show." At this point, press play.
5. Scoring: Players will earn 5 points per crown. The squad will be awarded points based on what round everyone made it to. Example: The squad makes it to round 5 and earns a crown so is awarded 5 points for making it to round 5 and an additional 5 points for a crown for a total of 10 points. The squad's total points for that game is 10 and will still have 4 games left to submit.
   1. Round 1: 1 point
   2. Round 2: 2 points
   3. Round 3: 3 points
   4. Round 4: 4 points
   5. Round 5: 5 points
   6. Round 6: 6 points
   7. Crown: 5 points
6. Results: The team with the most points at the end of the time frame will be the winner and announced on the tournament page. If there is a tie, both teams will be notified and a sudden death round/s will be played. In this sudden death round/s, continue playing until one team makes it further than the other. The team that makes it further is then declared the winner.

**Rocket League**

1. Each program can have four teams of four players, three main players and an alternate..
2. **Platforms**: PS4, PS5, Nintendo Switch, Steam, Xbox One or Xbox One X
3. **Game Settings**
   1. Default Arena: DFH Stadium
   2. Team Size: 3v3
   3. Bot Difficulty: No Bots
   4. Mutators: None
   5. Match Time: 5 Minutes
   6. Joinable By: Name/Password
4. **Controllers** - All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted.
5. **Game Start** - Players may not join their designated side until three Players from each Team have joined the Game.
6. **Substitutions** -A "Substitution" is defined as changing the Player line-up after a Match has started. Substitutions may only occur in between Games in a Match, and Teams are limited to one Substitution per Match. Substitutions are not allowed during a match except in the event of a disconnect.
7. **Reporting Scores** - During the Open Qualifier stage, after a Match is completed, the winning Team must submit the Match result to Tournament moderator in the zoom chatroom. The losing Team must also confirm the Match result. Taking a screenshot of the results screen or saving the replay of the Match is strongly recommended in case of disputed results. If a Team disputes a Match claiming a win and submits proof of its claim, the other Team must submit proof of its claim to avoid an automatic forfeit of the Match. Any Teams or Players found to be submitting false or doctored results will be permanently banned from the Tournament and future tournaments.
8. **Guest Accounts** - Players may not compete using guest accounts. All participants must have a unique and valid Epic Account (as defined below), Steam, Microsoft® Account, Nintendo Account, or PlayStationTM Network ID, and appropriate access levels to Epic Games Store, Steam, Xbox LiveTM, NintendoTM Network, or the PlayStationTM Network as applicable
9. **Team Captains** - Each Team must declare one member of its roster to be the "Team Captain" who represents the Team for all official decisions and serves as the main point of contact for the Team.
10. **Rosters** - Teams may only use players who are on their roster for a Match. Rosters must contain a minimum of three Players and up to one designated reserve Player who may be used as an alternate (the "Designated Reserve Player"). Rosters may also include a manager who does not play in Tournament Matches. An individual may not simultaneously be part of more than one roster at a time.
11. **Roster Submission** - Starting rosters for each match must be submitted via roster by Tuesday, July 13th. Changes to the submitted roster will need at least 24-hour notice before the applicable match.
12. **Player or Team Names** -Players or Teams may not change their User Names, in-Game names, or Team Names without approval from Tournament Moderator. All such names must comply with these Rules and Tournament moderator may request that they be changed at any time. A roster shall not contain duplicates of the same name, names that consist only of symbols, or names that are difficult to distinguish from one another.
13. **Punctuality** - All Teams must have three Players in the online Match lobby and in the designated chatroom by the Match start time. Teams that do not have three Players ready to play after ten minutes of the Match start time are subject to penalties including a possible Match forfeiture.
14. **Forfeits** - Teams may not voluntarily forfeit a Match without prior authorization from Tournament Moderator.
15. **Communications** - Teams will communicate with their opponents and Tournament Administrators in a designated zoom chatroom during all online stages of the Tournament.

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**Super Mario Kart 8**

1. All players must be able to provide their own working Nintendo Switch with a current Nintendo Switch Online membership to play in the tournament. An internet connection is also required.
2. Matches will be done in a four race series in a head to head - team vs team - match consisting of 3 players from each team. The team with the most points at the end of the four race series will be given the win for this match. Programs may enter up to 5 teams
3. Match lobbies will be hosted in the tournament mode by a selected team, who will share the tournament code with the opposing team.
4. Tournament Set-Up Settings
   1. Create a Tournament
   2. Rules
   3. Mode 150CC Race
   4. Teams: Team Game
   5. Items: Normal Items
   6. Round Time: N/A
   7. COM: Normal COM
   8. Vehicles: All Vehicles
   9. Smart Steering: No Smart Steering
   10. Time Settings
   11. Frequency: Fixed Period
   12. Start Date: Set to the Day of the Race
   13. Start Time: Set to the Time of the Race
   14. End Date: Set to the Day of the Race
   15. End Time: 2 Hours After the Start Time
   16. Race Count: 4 Races
   17. Group Shuffling: Don't Shuffle
   18. Other
   19. Player Rating: Any Rating
   20. Public/Private: Code Require
5. **Team Names** -The host team creating the lobby will need to set the names for the two teams participating in the match. Each team name should be the programs in the match.
   1. The Host Team will be the Red Team
   2. The Opposing Team will be the Blue Team.
6. **Computer Controlled Racers** - All team races are played as a 6v6 setting. If a team cannot field three players the game will fill the missing player slots with racers controlled by the computer.
7. **Player Count -** Matches will be played in a 6v6 setting, though teams may play with as few as 1 human player (maximum 3 human players per team). CPU Bots will fill in the other players to add up to 12 total racers per race. Due to the structure of the tournament mode setting, substitutions will not be possible once the races have started.
8. **Player Absence, Timings or Disconnects** - There is a known issue with Mario Kart 8 regarding 'false starts' and 'missing players.' When players enter the tournament, they select their avatar and kart, then will be forwarded to the map selection screen. Once more than half of the players click a map, it will start a 10 second countdown, regardless of the other players, their current state, if they have picked their avatar yet or not and if they haven't gotten to pick a map. The only solution to this madness is telling all of your players, **DO NOT SELECT A MAP UNTIL CAPTAINS GIVE THE GO-AHEAD**. Once captains confirm the team is ready, they will communicate out to their players and the map selection will begin, along with the 10 second countdown before the map is selected. If a player does not make it before the first race starts, the tournament must be stopped and recreated. We do not have the ability to roll back the tournament.
9. Once the countdown begins, four races will run consecutively without a lot of break options, so each player needs to come ready to play!
10. The game cannot be delayed due to a player not making the game time unless previously discussed between the captains of both teams. Both captains must agree to wait for the player, but it will have a specific time set (preferably no more than 5 minutes) - you can't just say your player is going to be late without a deadline that is unfair to the people who made it on time.
11. The game can be played without all three players in attendance and the scoring at the end of the 4 races will only show you the human player scores and count their points during the match.
12. If a player disconnects during a race, that player can reconnect between races and continue playing. The tournament must play on and will not be rolled back or restarted for a disconnect unless it is a global disconnect or some other issue caused on the Nintendo side of the game.
13. **Scoring and Submitting Scores -** Captains should take screenshots of the final score to be sent into a moderator for updating the tournament results.