

FLORIDA EDUCATION FUND
WORD WIZARD COMPETITION RULES
(Revised August 2011)

MISSION

The Florida Education Fund's (FEF) Word Wizard Competition aims to enhance reading skills for students in grades 3 through 5 and for students in grades 6 through 8. Students who master vocabulary words will improve their comprehension of reading material and standardized test questions.

PREFACE

The rules and guidelines set forth are to assist Competition officials and participants. Competition officials include a judge(s), moderator, timekeeper, recorder, scorer, and ombudsman. The FEF will develop all rules and regulations pertaining to the Competition and facilitate Competition preparation.

A. GENERAL

1. Participants must be members of the Centers of Excellence program (i.e., National Achievers, Believers) in grades 3 through 5 for the 3rd through 5th grade contest and in grades 6 through 8 for the 6th through 8th grade contest.
2. The Competition will be conducted orally.
3. The Florida Education Fund will be responsible for selecting the word lists that will be used for the Competition.
4. In the Competition's spelling rounds, rounds 1 and 3, the role of the moderator is (1) to correctly pronounce words and (2) to give a sentence, definition and/or other information about a spelling word as requested. In the vocabulary rounds, rounds 2 and 4, the role of the moderator is to read the questions participants will answer.
5. The role of the judge(s) is to determine whether the participant has spelled a word correctly, selected the best possible synonym, antonym or word to complete a given sentence, or completed given analogies
6. The role of the participant is to spell the word correctly, select the best possible synonym, antonym or word to complete a given sentence, or complete given analogies.
7. DURING THE COMPETITION, ALL PARTICIPANTS ARE RESPONSIBLE FOR RULES AS WRITTEN.

B. COMPETITION

1. The Competition will be played at the state level in conjunction with the National Achiever's Society Summit.
2. The Competition will be conducted as follows:

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| Round 1 | This will be a spelling round to a maximum of three complete rotations. This round will be conducted on a point basis. A participant will earn 1-point for each word spelled correctly. |
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- Round 2 This round will be a 10-minute vocabulary round, with each participant receiving an equal number of questions. Participants will be required either to complete a sentence by selecting the best possible answer from given options or providing an appropriate synonym or antonym for a given word. This round will be conducted on a point basis. A 1-point question will be either a synonym or an antonym (random selection), and 2-point questions will be sentence completion items. The participant will be responsible for selecting the point value of the question, which the moderator will read. The participant then will choose the appropriate answer. At the end of the round, the top six (6) participants will proceed to the next round.
- Round 3 This will be a spelling round to a maximum of three complete rotations. This round will be conducted on a point basis. A participant will earn 1-point for each word spelled correctly.
- Round 4 This final round of the Competition begins when the number of participants is reduced to three (3). This shall be a 10-minute round with each participant receiving an equal number of questions. This round will be conducted on a point basis, during which both 1- and 2-point analogy questions will be asked. The participant will be responsible for selecting the point value of the question. The moderator will be responsible for reading the initial analogies, and participants will be required to read the options and select the most correct answer. Participants will be required to correctly complete analogies presented.

3. During the spelling rounds of the Competition, rounds 1 and 3, after the moderator gives the participant a word, the participant will be encouraged to pronounce the word before spelling it and after spelling it. The participant will not be disqualified for failing to pronounce the word either before or after spelling it. The participant will not be disqualified for failing to note that a word is capitalized.
4. For rounds 1 and 3, the participant may ask the moderator to repeat the word, define it or use it in a sentence. The moderator will grant all such requests until the judges agree that the word has been made reasonably clear to the participant.
5. Having started to spell a word in rounds 1 and 3, a speller may stop and start over, **spelling the word from the beginning**. Once a participant selects a point value in rounds 2 and 4, the selection will be considered final by the judge(s).
6. For rounds 1 and 3, each speller has a maximum of 15 seconds to complete spelling the word. The 15 seconds will begin once the moderator gives the participant a word and grants the participant's requests to repeat the word, define it and/or use it in a sentence. For rounds 2 and 4, each participant will have 30 seconds to answer the selected question. The 30 seconds begin once the moderator finishes reading the question.

C. SUDDEN DEATH ROUND

1. In the event there is a tie at the end of any round, a sudden death round shall be conducted.

2. The questions in this round shall consist solely of analogies. Each sudden death round consists of two analogies. If the first participant answers the first question in the sudden death playoff correctly, then the second participant is afforded the opportunity to answer the second question. If the second participant answers incorrectly, the first participant wins. If the first participant answers the first question incorrectly and the second participant answers the second question correctly, then the second participant wins. If both participants answer correctly or incorrectly, play continues with another two question round.

D. GRIEVANCE PROCEDURES

1. An oral appeal must be made by the participant immediately, that is, before the next participant would have received his/her word or question in the Competition.
2. Appeals by coaches may be made only by utilizing the protest card. Any protest should be submitted to the judge(s), via the Ombudsman **immediately**. The protest may be one of two (2) types: (1) a challenge as to the accuracy of the word spelt or the answer provided, or (2) a claim that a rule violation occurred. **If no protest is made at the specified time (before the next participant would have received his/her word or question), the right to lodge a protest is automatically forfeited, and the results of the Competition will remain unchanged.**
3. The judge(s) will not entertain appeals from individuals seeking to dislodge another participant from the Competition.
4. The judge(s) are in complete control of the Competition. **The decision of the judge(s) will be final.**

E. SUGGESTED PLANNING STRATEGIES

- Encourage students to use spelling strategies to improve ability.
- Organize words in categories that will aid students in memorizing them.
- Do not encourage students to learn off word meanings. Use strategies, for example context clues, to aid vocabulary development.
- Teach students how to identify relationships that will assist in solving analogies.

SPELLING WORD LIST

Round 1 and 3 spelling words for the Competitions will be taken from the **Words Appearing Frequently** section of the **National Spelling Bee Consolidated Word List**, which can be downloaded from <http://fefonline.org/brain.html>.

VOCABULARY WORD LIST

Vocabulary questions for rounds 2 and 4 will involve a selected group of words taken from the **Words Appearing Frequently** section of the **National Spelling Bee Consolidated Word List** and, for the 6th through 8th grade contest, from the **SAT Frequent Word List**. The FEF will provide a list of definitions of the selected words from among which round 2 and 4 vocabulary questions will be derived.

NOTE, however, that, in any Sudden Death round, questions may involve any word defined in *The American Heritage® Dictionary of the English Language, Fourth Edition.*

EXAMPLES OF VOCABULARY ITEMS

SYNONYM ITEMS

CHOOSE THE WORD THAT IS CLOSEST IN MEANING TO:

ANALOGY

- (A) COMPARISON
- (B) SIMILE
- (C) ANATOMY
- (D) AMBIGUITY

CHOOSE THE WORD THAT IS CLOSEST IN MEANING TO:

AMICABLE

- (a) AMENABLE
- (b) AMIABLE
- (C) HELPFUL
- (d) HURTFUL

ANTONYM ITEMS

CHOOSE THE WORD THAT IS OPPOSITE IN MEANING TO:

ACCURATE

- (a) ACCUMULATE
- (b) ACROBAT
- (c) INCORRECT
- (d) EXACT

CHOOSE THE WORD THAT IS OPPOSITE IN MEANING TO:

ALTITUDE

- (a) ATTITUDE
- (b) ABYSS
- (c) HEIGHT
- (d) PEAK

SENTENCE COMPLETION ITEMS

CHOOSE THE WORD WHICH BEST COMPLETES THE FOLLOWING SENTENCE.

1. Alice suffered from _____ as the result of a head injury.

- (A) LOSS
- (B) PAIN
- (C) AMNESIA
- (D) AMBROSIA

2. Dr. Cameron's students always enter his class with _____ and depart with reluctance.

- (A) FOOD
- (B) BOOKS
- (C) APATHY
- (D) ALACRITY

ANALOGY ITEMS

COMPLETE THE FOLLOWING ANALOGIES

1. TENTACLES : OCTUPUS

- (A) PETALS: FLOWER
- (B) TADPOLES: FROG
- (C) CLAWS: CRAB
- (D) ALGAE: SEAWEED
- (E) QUILLS: PORCUPINE

(To be read as TENTACLES ARE TO OCTUPUS AS)

2. COWARD : BRAVERY ::
KNAVE : _____

- (A) RETREAT
- (B) BEAUTY
- (C) TRUTH
- (D) STOICISM

(COWARD IS TO BRAVERY AS KNAVE IS TO)