

HONG KONG AIR CADET CORPS
Training Group

Aviation Quiz 2010

Rules and Regulations

1. Interpretation

"Adjudicator" means a senior member or other third parties appointed by DCO Trg upon the nomination of OIC to perform the duties set out in these Rules;

"Captain" means a member of a Team assigned as such pursuant to Rule no. 3.4;

"OIC" means the Officer-in-charge of the Quiz who is appointed from time to time by DCO Trg;

"Quiz Officials" means the senior members who are assigned by the OIC as the Moderator, the Time-Keepers and the Score-Keepers; and,

"Team" means a team that has fulfilled the requirements set out in Rule no. 3 and is duly confirmed by the OIC to be eligible to compete in the Quiz.

2. Adjudicators

2.1 Each Semi-Final Round of the Quiz shall have at least 1 Adjudicator present.

2.2 For the Final Round of the Quiz, there shall be a panel of not less than 3 Adjudicators. The Panel may include 1 senior member from Training Group, 1 senior member from outside Training Group, and, 1 from outside the Corps, all with substantial aviation knowledge and/or experience.

2.3 There shall be an odd number of adjudicators.

2.4 Adjudicators are expected to apply his expertise and knowledge to independently and impartially adjudicate all challenges raised by any Team in a professional and fair manner.

3. Team Composition

- 3.1 Maximum 1 team for each Squadron. Only Cadet members and Officer Trainees are eligible.
- 3.2 No joint squadron team is allowed.
- 3.3 Each team shall consist of 4 members (3 members on stage and 1 as back up). At least 2 members must be under 18 years of age as of 30 June 2010.
- 3.4 Of the 3 members on stage, one of them shall be assigned as the Team Captain. In all instances, Team Captain's decision will be the final representing the Team.
- 3.5 No changes will be allowed.
- 3.6 At least 3 of the members of each Team must be present throughout each round of the Quiz. A Team may assign any 3 of its members to compete in each session of the Quiz. No in-session changes will be allowed.

4. Competition Format: General

- 4.1 Depending on the number of participating Teams, there may be a Preliminary Round, a Semi-Final Round and a Final Round.

5. Preliminary Round

- 5.1 Each Team will be given the same question sheet that contains 30 multiple-choice questions. Each Team will have 30 minutes to answer the questions.
- 5.2 Teams shall write down their answers in an answer sheet to be provided. Illegible answer shall be regarded as incorrect answer. OIC's decision shall be final.
- 5.3 Each correct answer will be awarded with one (1) mark; no marks will be deducted for incorrect answers.
- 5.4 OIC shall announce and publish a list setting out the total marks scored by each Team with the highest first. Teams scoring equal marks will be listed by a draw of lots.
- 5.5 For the Quiz in 2010, the top 9 teams shall qualify for the Semi-Final Round. Results will be announced on or before 15 September 2010. The rest of the Teams will be on standby in case any qualifying Team(s) withdraws before the Semi-Final.

- 5.6 Marks scored in the Preliminary Round will not be carried forward to the Semi-Final or Final Rounds.

6. Semi-Final Round

- 6.1 The Semi-Final Round shall be consisted of a Compulsory Questions Session and a Toss-Up Session.
- 6.2 Teams will be assigned into groups by a draw of lots. Each Group may consist of either 2 or 3 Teams.
- 6.3 The Team that scores the highest mark in each Group shall be declared as the winner of the respective Group and shall qualify for the Final Round. In the event of a tied score, the Toss-Up Session shall continue with three tie-breaker questions. The Team that answers two of the tie-breaker questions correctly shall be the winner. In the event that no Team is able to answer two tie-breaker questions correctly. The Toss-Up Session shall continue with one tie-breaker question at a time and the Team that first buzzes and provides the correct answer shall be the winner.
- 6.4 Two (2) Teams from the remainders that have the highest score will be on standby in case any qualifying Team withdraws before the Final Round.
- 6.5 In the event that less than six (6) Teams compete in the Semi-Final round, they will be organized into two Groups to undergo competition and the highest scoring three (3) Teams from amongst all the competing Teams shall qualify for the Final round. In case of equal marks, the qualifying Team will be decided by a draw of lots.
- 6.6 Marks scored in the Semi-Final Round will not be carried forward to the Final Round.

7. Final Round

- 7.1 The Final Round shall consist of a Compulsory Question Session and a Toss-Up Session.
- 7.2 The Team that scores the highest marks shall be declared as the champion of the Quiz. The same tie-breaker arrangement set out in Rule 6.3 shall apply.

8. Compulsory Session

- 8.1 Each Compulsory Session shall last for the maximum 10 minutes for each Team.
- 8.2 Each Team will have to answer a maximum of 10 compulsory questions within a 10 minutes period. The sequence of engagement of the Teams shall be decided by a draw of lots.
- 8.3 A set of 10 questions will be put in envelopes to be chosen by the Captain. Time shall start to run when the Captain chooses an envelope.
- 8.4 The Moderator will read out a question. The Captain may request and the Moderator shall repeat a question once. The Moderator will not continue or repeat a question as soon as a Team attempts to answer the question.
- 8.5 There is no time limit for a Team to answer a question provided that questions not answered within the 10 minutes period shall be waived.
- 8.6 Each correct answer will give the Team 20 marks. No marks will be deducted for incorrect answer. No make-up answer will be accepted.

9. Toss-Up Session

9.1 Part One

- 9.1.1 This Part shall last for a total of 15 minutes.
- 9.1.2 A maximum of 20 questions will be open for all Teams to answer on a first-buzz-first-answer basis.
- 9.1.3 Each correct answer will give the Team 20 marks. 20 marks will be deducted if incorrect answer is provided. No make-up answer will be accepted by any Team.

9.2 Part Two

- 9.2.1 This Part shall last for a total of 10 minutes.
- 9.2.2 A dialogue will be read or a video will be shown to all Teams at the same time.
- 9.2.3 Thereafter, a maximum of 10 questions will be asked which shall be open for all Teams to answer on a first-buzz-first-answer basis.

- 9.2.4 Each correct answer will give the Team 20 marks. 20 marks will be deducted if incorrect answer is provided. No make-up answer will be accepted from any Team.

9.3 *Part Three*

- 9.3.1 This Part shall last for a total of 15 minutes.
- 9.3.2 A maximum of 20 questions will be open for all Teams to answer on a first-buzz-first-answer basis.
- 9.3.3 Each correct answer will give the Team 30 marks. 30 marks will be deducted if incorrect answer is provided. If the first Team gives an incorrect answer, the said question shall be open for the remaining two Teams to answer on a first-buzz-first-answer basis. The Moderator will read out the question again until a Team buzzes. The same marks will be awarded or deducted in relation to the second Team.

9.4 *Rules Applicable to all Three Parts*

- 9.4.1 The Moderator will read out a question and 10 seconds will be given for buzzing from the floor. In the event of no response from the floor after the expiry of the 10 seconds period, the relevant question shall be waived. The Moderator will stop reading out a question as soon as a Team buzzes.
- 9.4.3 The Moderator will acknowledge the Team that buzzes first by calling the Team's name. The Team shall then have 5 seconds to give its answer. Failure to provide an answer within the 5 seconds period shall be regarded as an incorrect answer.
- 9.4.2 The Team shall provide its answer to the question in an audible manner and the same shall constitute the Team's final answer. In case of different answers provided by members of a Team, the Captain's answer shall be final.
- 9.4.4 After a Team has answered a question, the Moderator will announce "Correct" or "Wrong". The Moderator will announce the correct answer after a question is completed.

9.5 *Challenge to Question or Answer*

- 9.5.1 Any Team may challenge a question or an answer (whether by the Team or an opponent).
- 9.5.2 Only a Team's Squadron's Officer Commanding or a senior member duly delegated shall be eligible to bring a challenge.

- 9.5.3 Any challenge shall be communicated orally by the Officer Commanding or the senior member so delegated to the Moderator immediately after the end of the Session in which the question was asked.
- 9.5.3 The question or the answer that the Team seeks to challenge shall be clearly identified. The Team may be required to provide further details regarding the challenge.
- 9.5.4 The Challenge will be submitted to the Adjudicator(s) for consideration. The Moderator will announce the receipt of a challenge and the next Session shall not commence until the Adjudicator(s) has(have) returned a verdict.
- 9.5.5 The Adjudicator(s) shall return one of the following verdicts:
- (i) “challenge over ruled” meaning the challenge has no merit and the Quiz shall continue as and when the Moderator thinks fit;
 - (ii) “challenge established” meaning the challenge is established and marks shall be awarded or deducted from the relevant Team(s) accordingly; or,
 - (iii) “question void” meaning the Adjudicator(s) consider the question to be void and shall be cancelled and that marks shall be restored and a substitute question shall be asked by the Moderator.
- 9.5.6 The decision by the Adjudicator(s) shall be final. The Adjudicator(s) may at his/her/their absolute discretion, but not obliged to provide any supporting reasons for the verdict.
- 9.5.7 If the OIC is of the opinion that a Team abuses the aforesaid challenge mechanism, he/she may ban the Team from making further challenge or disqualify the Team from the Quiz.

10. General Rules

- 10.1 When the Quiz is in session, all Teams are forbidden from relying on any forms of outside assistance, including for example reference materials (whether hardcopy or digital) or communicate with person not on stage.
- 10.2 Any report of violation of Rule 10.1 shall be made to the OIC.

- 10.3 OIC and/or the Moderator reserve the right to change any of these Rules without prior notice.
- 10.4 Any Team that does not observe any of these Rules shall risk disqualification.
- 10.5 Any decision to disqualify a Team shall be made by the OIC which shall be final.
- 10.6 Corps' standard adverse weather procedures apply.

Dated 31 August 2010

Training Group
Hong Kong Air Cadet Corps