**JOI Competition Format**

There are preliminary and final rounds. The preliminary rounds have either two or three teams in each competition room. They are closed to non-participants. The three teams that score the highest at each level in the preliminary rounds will compete in the final rounds. The final rounds are open to the public.

Questions are grouped into three types:

**Team Questions:** Questions are given to one team at a time. The team captain needs to answer within 30 seconds.

**Toss-up Questions:** answered by the first student raised hand. Points for a correct answer are awarded to that student’s team.

**Open Questions:** All teams have the opportunity to answer the same questions in writing within 30 seconds. Points are awarded to all correct answers.

**Part 1: 6 questions per team (2 questions x 3 rounds); 10 points each**
- Translation (2 questions)
- Katakana (1 question)
- Kanji (1 question)
- Kotowaza/onomatopoeia (1 question)
- Communication (1 question)

**Part 2: 15 toss-up questions; 5 points each**
- History questions (2 questions)
- Common expressions (2 questions)
- Kotowaza/onomatopoeia (2 questions)
- Geography (2 questions)
- Kanji (3 questions)
- Culture/holiday (2 questions)
- Katakana (2 questions)

**Part 3: 5 open questions; 10 points each**
- Calculation/counters (1 question)
- Translation (1 question)
- Kanji strokes (1 question)
- Common phrase (1 question)
- Culture/holidays (1 question)

※ In each part, questions may not appear in the above order.
Rules and Procedures

Part 1: Team Questions
a) Answers must be given by the team captain who must begin the response within 30 seconds. After 20 seconds, the time-keeper will call “10 seconds.” After 30 seconds, the time-keeper will call “time.” Answers must be given loudly enough so that the moderators can hear clearly.
b) Upon student request, the moderator will repeat a question once. The clock begins when the moderator has finished reading the question the first time.
c) Conferring among team members is allowed.
d) Each correct answer will reward the team with 10 points. There is no partial credit for answers. There is no penalty for an incorrect response.
e) Students must use the polite forms (です。／ます。) when responding.

Part 2: Toss-up Questions
a) Any student on a team can answer toss-up questions. Students place their hands on the table/desk before each question. They raise their hands to signal to answer. The first student to signal will be called upon to answer the question.
b) Conferring among students is not allowed.
c) After signaling with hands, students need to wait until called on before answering. The time-keeper will call on the first student who signaled. Answers given prior to being called on will not be recognized.
d) In the case of a tie among students signaling, the time-keeper will call “a tie.” Students in a tie will respond in writing. Teams with all students providing the correct answer will receive 5 points.
e) Students may signal before the moderator has finished reading the question, but then the moderator will stop reading.
f) If an answer is incorrect and a student from another team has signaled before the question was read in its entirety, that student will be given a chance to answer the question, but the question will not be repeated. The time-keeper will indicate the order in which the students had signaled.
g) There is not partial credit for answers. There is no points penalty for an incorrect response, however the rest of the team members are not allowed to answer the same question.
h) Students must use the polite forms (です。／ます。) when responding.
i) If all given answers are incorrect, the question will be repeated once. Any students from the team(s) that had not already given an incorrect response may answer the question, or the moderator will move on to the next question.
Part 3: Open Questions

a) All teams are asked the same questions simultaneously and must give their answers in writing. Depending on the instructions, the answers may be written in either Japanese or English.

b) Questions are read only once.

c) There is a 30 second time limit for answering each question. After 20 seconds, the time-keeper will call “10 seconds.” After 30 seconds, the time-keeper will call “time.”

d) When “time” is called, the team captain must immediately show their written answer to the moderator. If a team does not display the answer promptly, it is not eligible to receive points.

e) Conferring is allowed during the 30-second time limit.

f) All teams that give the correct answer will receive 10 points. There is no partial credit for answers. There is no penalty for an incorrect response.