

PACIFIC NORTHWEST
JAPAN
BOWL

2022 Pacific Northwest Virtual Japan Bowl®



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The 2022 Pacific Northwest Virtual Japan Bowl is online, Saturday, March 5, 2022

Your Location

Each participant and/or participating team must identify a location (i.e. a room) with an appropriate environment to participate in the virtual competition.

Make sure that only those who are part of the competition (from the same level) are in the room.

If you are participating with your team at your school:

If you have just one team at the school:

Identify a teacher to be present on-site and supervise the competition process.

Make sure that only your teammates and teacher are in the room.

If you have more than one team from the same school competing in the same level:

If possible, place each team in a separate room. One teacher in each room is required.

If you cannot arrange separate rooms for each team, or more than one teacher to supervise, make sure that each team is placed a substantial distance from each other, facing different directions.

If you are participating individually from your home:

Make sure that only those who are part of the competition are in your room at home.

Make sure there are no Japan Bowl-related documents or other Japanese language materials posted on the wall or placed near you.

Requirements for each participant:

A table and chair.

Laptop or PC with audio and video capabilities (working camera and microphone).

Japanese language input capability.

Cell phone as backup in case you have a trouble getting into Zoom.

Scratch paper and pen.

If you have a PC or laptop set up where you can open two screens simultaneously, it may help.

Using Zoom

A Zoom account is necessary (the free account is fine)

You will receive a link which will take you to the Main Zoom room for the event.

Most activities take place in this Main Zoom Room for your level, where everyone can gather together (Opening Ceremony, Round 2, cultural workshops and other activities)

Additional Breakout Rooms are used only for Round 1 questions. We will send you to your Breakout Room from the Main Room.

Competition Schedule by Level

9:30-10:30am	Level 2: Rounds 1&2, Answer Review
10:45-11:45am	Level 3: Rounds 1&2, Answer Review
12:00-1:00pm	Level 4: Rounds 1&2, Answer Review

Preparing for Your Competition

Entering Zoom

Log in using the Zoom link 10 minutes prior to your competition start time.

- Level 2 Log in at 9:20am
- Level 3 Log in at 10:35am
- Level 4 Log in at 11:50am

Double-check the time schedule.

When you log in, you will automatically be placed into a waiting room. Wait there.

Your Zoom Name

Once you have logged into Zoom, be sure to change your display name by using your school code followed by your first and last names on the display (e.g. JBHS John Suzuki). All school codes can be found on the JASO Japan Bowl web site and will be emailed to you. Your Zoom name must exactly match the name you used to register for Japan Bowl. Only official registrants will be permitted into the Zoom meeting.

Seeing Who Else is in the Zoom Room

JASO staff and volunteers will host and co-host all Zoom rooms. On your Zoom navigation bar, click on “Participants” to see names of hosts and co-hosts.

Problems

See the Japan Bowl program for names of JASO staff and volunteers and whom you should contact if any issues arise. The program lists the titles of staff and volunteers, and their area of support.

Your Team Breakout Room & Room Monitor

For each level, Round 1 takes place in Zoom breakout rooms. Each team will be assigned a JASO monitor who will guide students through the round.

Your Personal Set-Up

Each participant sits on a chair, at a table, with a computer/laptop, logged into the Zoom meeting. A Camera and Microphone must be attached, working, and on.

We must be able to see your FULL face.

If you do not have a computer with a webcam, you may use a cellphone to log into Zoom.

If you are using a phone to log into Zoom, we recommend still using your PC or laptop to input

answers into the Google Doc. This will allow you to view the questions on one screen and the Google Doc on the other.

Blank scratch paper/pens are also allowed.

No other items are allowed on the table.

Cellphones are not permitted to be within reach unless they are being used as a camera to connect to the Zoom meeting.

Disregarding these Rules

Team room monitors will do table checks before Round 1 begins and at random intervals during the competition. Violation of the rules is grounds for immediate disqualification.

Observers

Observers (except for teachers that may be in the room at school) are not allowed while Round 1 is in progress. Teachers may observe during the answer review.

Electronic Devices and/or Recordings

The Pacific Northwest Japan Bowl follows the SAT rules regarding electronic devices. All devices, including watches, that are capable of recording, photographing, or transmitting must be turned off and put away. This rule applies to everyone in the competition room. Recording of the preliminary round is strictly prohibited and may result in disqualification.

The Competition Starts

There are 50 questions in total. Round 1 consists of 25 questions answered through a Google Doc. Round 2 consists of 25 more questions answered using the Kahoot.it quiz app.

Every question is worth 2 points, for a total of 100 points. The questions cover both language and non-language topics and vary in difficulty.

Round 1: 25 Questions are in various formats, and answered in a Google Doc

All students will be provided with the link to the Google doc so that they can follow the questions on their screen.

Students may confer.

Only one student, the Team Captain, should submit the answer on behalf of the whole team.

Designate your Team Captain in advance.

Judges award 2 points per correct answer.

Round 2: 25 Questions will be in a Kahoot quiz format. All questions are multiple choice.

All students will log in to Kahoot.it and join the quiz.

All students answer every question.

Conferring with others is not allowed. If students confer, no points will be awarded for the question.

Students must keep a good distance from each other during this round.
Judges award 2 points per correct answer. For 3-person teams, the totals are summed, then divided by 3. For 2-person teams, the totals are summed, then divided by 2.

Round 1 Process

Students are sent to their Breakout Room.
A JASO monitor is also in each Breakout Room.
Monitors will guide each team through the round.
Monitors play the YouTube pre-recorded presentation with the questions, provide the links for the Google Doc Answer Sheet, and act as the team's point of contact if technical difficulties arise.
The YouTube video will include recordings of American and Japanese moderators (native speakers) reading the questions.

Round 1 Answer Sheet Google Doc

Monitors will send all participants in their room the links for the Google doc.
Team Captains will fill out the Google Doc with their answers as they follow along to the questions, after conferring with teammates.

Answer Icons

Each question indicates what kind of answer is expected: in English, in hiragana, in kanji, etc. The answer icon is also indicated on the Google Form.

EN	English
JP	Any combination of Japanese (kanji, hiragana, katakana), but NOT romaji
ひら	hiragana
カナ	katakana
漢	kanji
ABC	multiple choice
RO	romaji for Japanese names*
123	Western numerals

*any commonly-used variant of romaji can be used. For example, a newspaper can be shinbun or shimbun

Submitting your Answer Sheet

After the final question, and all answers have been completed by the Team Captain, monitors will announce they are closing the Google Doc. Students must close the document on their device. Late submissions will not be accepted.

Reviewing Round 1 Answers

At the end of Round 1, students will exit the Breakout room and go back to the Main Room for a review session. The correct answers are given during the review session to reinforce the learning experience. Students and teachers are encouraged to take notes during the answer review session.

Students and teachers may talk about the questions with others studying Japanese at their school.

Under no circumstances should anyone – student or teacher - make any of the questions or answers known to the public via any kind of electronic communications network. If that happens, that team's score may be invalidated, and awards or recognition given may be forfeited.

Round 2 Process

Have the Kahoot.it app on the device that you will use, or type <https://kahoot.it> into your browser. Open Kahoot.

Enter the Game PIN that you are given.

Follow the instructions to set up your profile name.

As the game is started, use the on-screen instructions and listen to the questions.

Select the correct answer from the multiple-choice answers provided.

Your score is automatically tabulated as you play!

Competition Results

The combined scores from Rounds 1 & 2 are totaled to determine the top 3 teams at each level. The 1st place winner will advance to the national competition, called Digital Japan Bowl, on April 21 and 22, 2022. All fees associated with entering the national competition are paid by JASO.

Results Announcements

The announcement of the top 3 in each level will be made in the afternoon after completion of all competition and the afternoon activities. Please refer to the schedule.

If a team qualifying for the national competition is not present at the time of the announcement, the next runner-up team will replace this missing team.

2022 Pacific Northwest Virtual Japan Bowl Schedule

Saturday, March 5

9:00-9:20am	Opening ceremony and message from Director of National Japan Bowl
9:30-10:30am	Level 2 Rounds 1&2, Answer Review
10:45-11:45am	Level 3 Rounds 1&2, Answer Review
12:00-1:00pm	Level 4 Rounds 1&2, Answer Review
1:00-1:15pm	Break (Taiko group)
1:15-1:25pm	University presentations & JET program
1:25pm-2:15pm	Origami workshop and Illustration class
2:15-2:45pm	Networking with college students
2:45 – 3:00pm	Awards and Closing Ceremony

Important Dates

- Tuesday, March 1 – 3:45 pm, training session for all participants and teachers
- Saturday, March 5 – Pacific Northwest Virtual Japan Bowl
- Thursday, April 21 & Friday, April 22 – National Digital Japan Bowl (winners from Level 2, Level 3, and Level 4)