

第十八回日本語コンテスト

18th ANNUAL JAPANESE LANGUAGE CONTEST

The **18th Annual Japanese Language Contest** is scheduled for **Saturday, March 5, 2016**, at the **Olathe North High School**, 600 E Prairie Road, Olathe, KS 66061.

The area Japanese teachers and the HAJAS continue to work together to provide this opportunity for friendly competition and networking so that your Japanese students can showcase their Japanese knowledge and enjoy meeting other students across the region. We're offering some new events this year along with expanded Quiz Bowl offerings. Events include: **NEW! Karuta Competition for 1st year HS or College Students; Quiz Bowl Team Competitions for Level 2 H.S.*, Level 3/4 H.S. and College; Shodou-Calligraphy; Tanka; and Talent Show.** The **deadline for entries, including mail-in categories, is February 18, 2016.**

There are some items that we need to point out:

1. The **Tanka and Shodo-Calligraphy Contests** are **mail-in** events. The deadline for these and all other events is **Feb 18, 2016.**
2. The **Tanka** Poem is a 33 syllable poem with the the following pattern of syllables: 5,7,5,7,7. The Theme this year is Tohoku in honor of the 5th anniversary of the Tohoku Disaster. Poems will be accepted in either English or Japanese.
3. The **Talent Show Contest** includes any type of performance, using Japanese language, such as singing, skits and poetry performances. Contestants can perform Japanese songs but must sing / perform from memory.. Performances will be scored by the judges and the 1st place team will be awarded a special prize.

Please review the attached documents for additional information about the events.

If you know of any other teachers or individual Japanese language students who might be interested in any of the contest events, please pass this information along to them. Or, if you let us know, we will add them to our mailing / email list. For more information please contact:

kcilangcont@gmail.com

The 18th Annual Japanese Language Contest is co-hosted by the Olathe Japanese Teachers and the Heart of America Japan-America Society. Our sponsors include the Japan Foundation, the Mazda Foundation, the Olathe Public Schools, the JET Alumni Association and the University of Kansas Center for East Asian Studies.

第十七回日本語コンテスト

18th ANNUAL JAPANESE LANGUAGE CONTEST

Saturday March 5, 2016

Olathe North High School
600 Prairie Road, Olathe, KS 66061

Co-Hosted by the Olathe Japanese Teachers and the Heart of America Japan America Society and sponsored by:

Japan Foundation
Mazda Foundation
Olathe District Schools Japanese Program
JET Alumni Association
University of Kansas Center for East Asian Studies
Consulate General of Japan at Chicago

Check-in/Registration: 10:00-10:30

Contest & Events: 10:30 - 4:30

(Times are guidelines, events will run back to back.

Contestants must be available 30 min prior to their event)

- | | |
|------------|---|
| 10:30 | 1st year Karuta Competition-Preliminary Rounds |
| 11:00 | Level 2 Team Orientation/Round 1 |
| 11:30 | Welcome, Introductions
Greetings from HAJAS and Japanese Consulate
Introduction of 先生たち, judges and special guests |
| 11:00-1:30 | Lunch - Networking - View calligraphy and tanka entries |
| 12:00 | Karuta Final round |
| 12:30 | Level 3/4 Quiz Bowl |
| 1:15 | College Quiz Bowl |
| 2:00 | Level 2 Quiz Bowl - winning team and teacher will go to the National Japan Bowl in Washington, DC. April 14-16! All expenses paid! |
| 3:00 | Announce Mail-in Winners
Three Trails Taiko & Ki Daiko performance |
| 3:30 | Talent Show |
| 4:00 | Awards and Closing |

YOKI

NAKA-KON

JAS BAZAAR

For further information, please contact:

Dianne Daugherty: ddaughertyon@olatheschools.org

Carolyn Goodrick: cgoodrickonw@olatheschools.org

Registration deadline: Feb 18, 2016

Registration fee: \$15

(Includes Special Contest T-shirt)

日本語コンテスト
2016 JAPANESE LANGUAGE CONTEST
REGISTRATION / ENTRY FORM

Please clearly write the information requested:

Name	
Address	
City, State, Zip	
E-MAIL: REQUIRED!	
Contact phone numbers	
School Name where you study	
Age / Year in school	
Japanese 先生 (Teacher)	
Circle the semester of Japanese you are currently enrolled in:	1 2 3 4 5 6 7 8
T-Shirt Size	S M L XL XXL

Select the events you are entering: \$15 entry fee covers all Language Events and a FREE T-SHIRT!
 You can enter both mail-in events & March 5th events for only \$15. Remember: \$8 for a great Japanese Lunch!!

TE ___ Mail-In <i>Tanka English*</i> Attach your Tanka entry Tohoku Theme	TJ ___ Mail-in <i>Tanka Japanese*</i> Attach your Tanka entry Tohoku Theme	C ___ Mail-In <i>Calligraphy*</i> see choices below Attach your Calligraphy entry	K1 ___ <i>Karuta</i> 1st year students H.S. or College
QB2 ___ <i>Quiz Bowl L2</i>	QB34 ___ <i>Quiz Bowl L3/4</i>	QBC ___ <i>Quiz Bowl College</i>	Talent Show Contest Provide details below
たのしい!	<i>Calligraphy choices:</i> さる 申 光 東北		おもしろい!

Describe your talent. Include any technical needs you require:

**Register on-line at kcjas.org or by mail:
Attach \$15 Entry Fee. Make check payable to: HAJAS,
(language contest in memo).**

Attach mail-in entries and mail to:
Heart of America Japan-America Society, P.O. Box 22487 Kansas City, MO 64113-2487
Entry Deadline: Feb 18, 2016.

You will receive confirmation of entry receipt by email.
or register on-line at kcjas.org

2016 REGISTRATION / ENTRY FORM CHECKLIST

____ Completed Registration / Entry Form with **\$15** Entry Fee

- Make Checks Payable to: JAS or register & pay on-line at kcjas.org
- For checks, please write "Japanese Language Contest" on the memo line

____ *Enclose *Calligraphy, Tanka*, (either Japanese or English),
and/or Talent Show Contest information/technical needs.

Calligraphy and Tanka entries must be mailed in with the registration forms. March 5 events registrations can be made by mail or on-line (kcjas.org)

**Registrations must be postmarked by February 18, 2016
On-line registration will close on Feb 18, 2016**

2016 JAPANESE LANGUAGE CONTEST

GUIDELINES

TANKA CONTEST: Judging criteria for the Tanka Contest whether in Japanese or English will be: Correct format (5-7-5-7-7 Syllables). Theme: Tohoku, recovery, perseverance, ganbaru, remembering, or related ideas to honor the 5th Anniversary of the Tohoku disaster .

SHODO/CALLIGRAPHY CONTEST: Any level of student may enter. Each contestant may enter a maximum of two calligraphy samples in the contest (same or different characters). Hanshi, or Japanese calligraphy paper, must be used. (The size of the paper must be 13" x 9 1/2 ".) Contestants must use proper side of Hanshi and a calligraphy brush specifically intended for Japanese calligraphy. A small brush is to be used for the name of the calligrapher. As for ink, use Bokuju, or India ink. Calligraphy entries must be submitted by Feb 18, 2016.

Character choices for 2016 are: さる 申 光 東北

Judges will check for proper strokes and brush movement, including proper tome, harai and hane elements. Judges will also look for appropriate thickness of the strokes and overall balance of the character on the page.

TALENT SHOW CONTEST: Any level of student currently enrolled in a Japanese class may enter and teams may include up to 5 participants. Talent Show contestants must also enter another Language Contest event. Time limit is 2-4 minutes and will be judged according to the criteria shown below.

Contestants may choose to perform an instrumental Japanese song, sing a Japanese song (not lip-synced) with CD instrumental accompaniment or perform a **traditional Japanese dance** or instrumental piece. Accompaniment must be provided by the applicant or sung *a capella* (without accompaniment). Performance must be memorized. Students should be prepared to introduce themselves and the name of the piece they plan to perform.

Please communicate any audio needs (piano, CD player, etc.) on your Registration / Entry Form. If singing or dancing to recorded music, music must be submitted by Feb 18, 2016, for setup and sound checks.

Performers should choose attire that compliments their performance. No weapons, no violent actions are allowed. We are looking forward to some wonderful and creative performances!

The Judges will decide the top 3 finishers and award the 1st place team with a special prize. Judging criteria for the Talent Show Contest will be:
Content (culturally accurate and appropriate), Preparation, Quality, Delivery

2016 JAPANESE LANGUAGE CONTEST

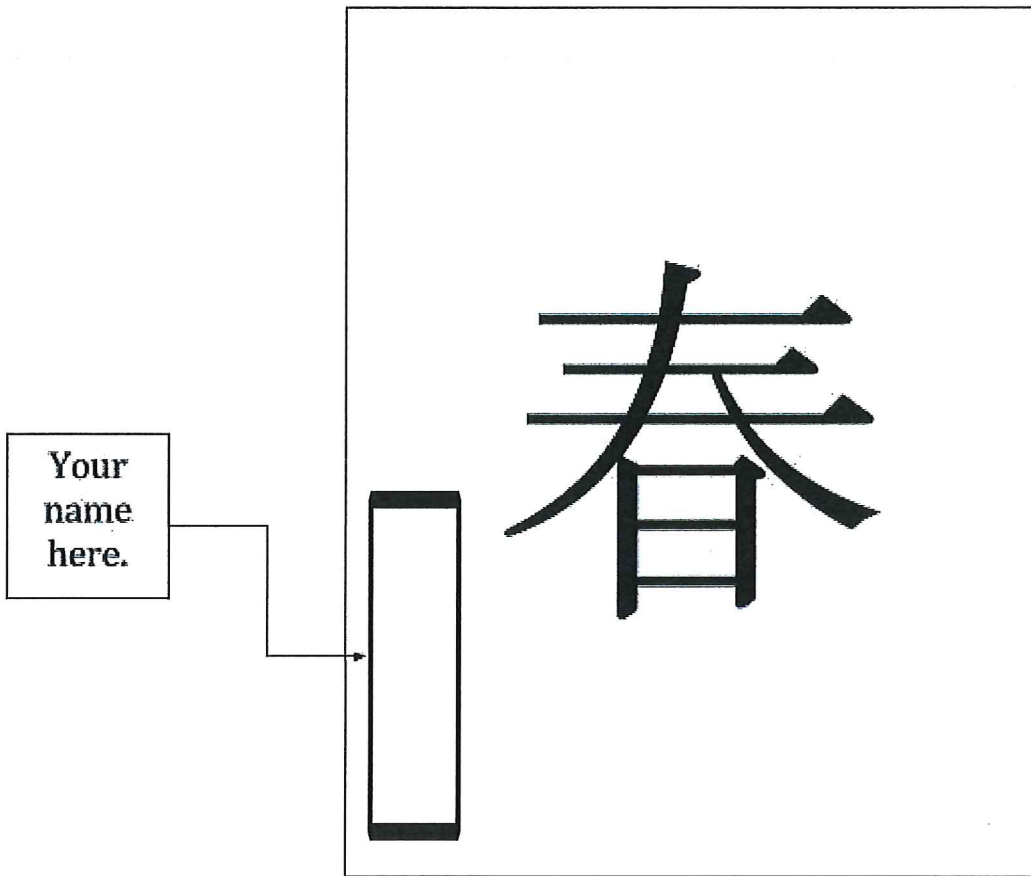
SHODOU CONTEST

Shodou Calligraphy Choices

*Please choose up to two of the following characters to submit:

さる	申	光	東北
----	---	---	----

Example



Attach this to the bottom of each Shodou entry form (max. 2)

2016 JAPANESE LANGUAGE CONTEST

SHODOU ENTRY FORM

Your Name	
Your School	
Your Teacher	
Character Chosen	

Attach this to the bottom of each Shodou entry form (max. 2)

2016 JAPANESE LANGUAGE CONTEST

SHODOU ENTRY FORM

Your Name	
Your School	
Your Teacher	
Character Chosen	

2016 JAPANESE LANGUAGE CONTEST

TANKA CONTEST

Tanka Contest Theme: Tohoku

provide English Translation of Tanka written in Japanese

2016 JAPANESE LANGUAGE CONTEST

TANKA ENTRY FORM

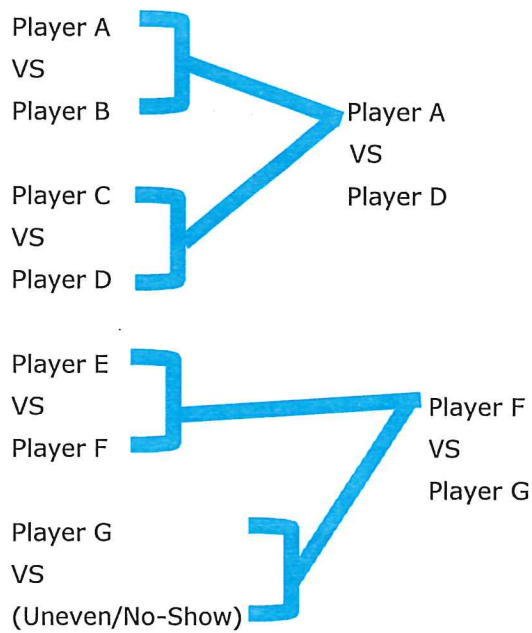
Your Name	
Your School	
Your Teacher	
Your Tanka Title	

Karuta Tournament:

Single elimination bracket: The tournament will be a single (or double depending on the number of entries) elimination bracket where players are randomly paired with an opponent. Each match will have a single winner who will advance to the next round. There will be no draws. The loser of each match is eliminated from the tournament. The winners of each match advance to the next round where they will be randomly paired again with players still active in the tournament. This will continue until only two players remain for the title match.

No-Shows: If your opponent fails to show up for a round, then they automatically forfeit the round and do not advance.

Uneven number of entrants: In the case that there is an uneven number of entrants into the tournament, the player will get a pass on the first round as if their opponent was a no-show. See example:



Tournament Play Setup:

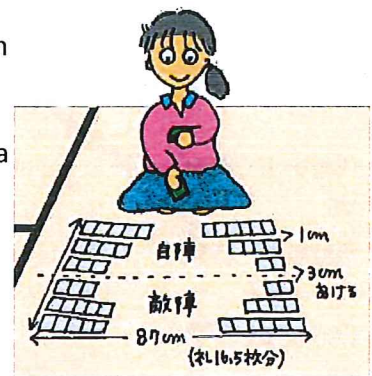
1) The Karuta game is between two players, who sit on the floor facing each other. First they bow and say *Yoroshiku onegaishimasu*. The Karuta game begins with a bow, and finishes with a bow, like a Judo match. Politeness is very important.



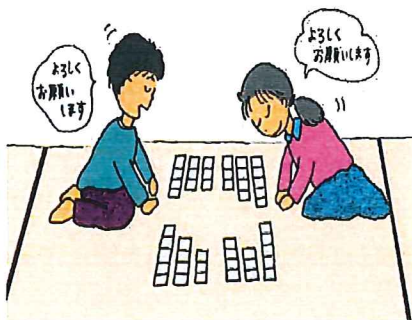
2) The Yomi-fuda (Reader) put all the Tori-fuda (playing cards) on floor facing down, and mix them up well. Then the Yomi-fuda will divide the cards between each player. There will be an uneven number of cards between the two players.

3) Each player will place their cards face up in front of them in no more than 3 rows. Each player arranges the cards in rows in an order that they can most easily memorize.

4) After each player places the cards, the Yomi-fuda times a 2-minute period for the players to memorize the placement of their cards and their opponent cards (which they will need to read upside down). The Yomi-Fuda will announce after 1 minute of memorization that players can practice reaching fast for cards, but cannot touch the cards yet.



5) When memorization time is over, the Yomi-fuda declares the beginning of the game. Players bow to each other saying *yoroshiku onegai shimasu*, and bow to the Yomi-fuda.



Tournament Play:

hiragana and katakana be a combination of hiragana will read the hiragana or listening for the first character picture card first. The only "ん". If ん is used, the Yomi-word. The cards will have the that represents the word



1) The rounds will alternate between character karuta. The title match will and katakana words. The Yomi-fuda katakana word. The players are read and are trying to get the correct exception would be in the case of fuda will emphasize the ん in the character in the corner, and a picture associated with it.

The Yomi-fuda will repeat the word until the card is chosen.



3) Immediately after identifying the character, the players compete to take the matching Tori-fuda as fast as they can. Skilled players do not need to look before grabbing the card as they have already memorized the position during the memorization time.

4) In order to get the card one is to touch the correct card first. You may NOT swipe out an entire row as pictured.

5) The player who takes the correct card and shows it to the Yomi-fuda first keeps it as a point. The Yomi-fuda will be the referee in awarding points.

6) In the case of a tie, players will Janken for the point. It will be a single Janken for the point, not the best 2 out of 3.

7) After each point, players place any scattered cards back in their original places, and straighten up any cards moved askew. After the point is awarded play continues until all cards are cleared from the floor.

8) The winner is the player with the most points. There will be an uneven number of cards so ties will not be possible. The winner will advance to the next round in the bracket. The title match will be played under the same rules and setup, the only difference will be the cards will be a mix of hiragana and katakana words, not just one set at a time.

The title round is tentatively scheduled for 12:00 noon and may be held on the stage. Final instructions will be sent shortly after February 18 when all registrations have been received.

LEVEL 2 QUIZ BOWL GUIDELINES AND DETAILS:

The Japanese Language Contest is a chance high school and college students who are studying Japanese as a foreign language to test their knowledge about all things Japanese. Teams of students will not only be quizzed about the Japanese language, they will also be asked questions about cultural, historical and geographical facts about Japan. No matter your level of knowledge, it's an excellent opportunity to learn more about Japan and the United States' relations with Japan.

Level 2 contestants will be competing for an amazing GRAND PRIZE thanks to the Japan Bowl and the Mazda Foundation! The three team members and their teacher will be awarded **an all-expenses paid trip to compete in the 2016 Japan Bowl in Washington D.C., April 14-16**. To qualify for this grand prize, the contestants must be true Level 2 students which means they must be currently enrolled in Level II Japanese at the High School Level. For all students eligible and interested in participating in the Level 2 competition, please carefully read the following guidelines for the competition along with some sample questions that will be asked. In order to prepare students to compete in the national competition, the structure of this Quiz Bowl will draw closely from the official 2016 Japan Bowl Study Guide of topics. See below for more details on the kind of questions that will be asked and take the time to familiarize yourself with the Japan Bowl Website—we promise it will be worth your while.
<http://www.jaswdc.org/Resources/Documents/2016%20National%20Japan%20Bowl%20Study%20Guide.pdf>

In the **Level 2 competition**, teams will be asked questions from the following categories. Some questions will require teams provide their answers verbally; some will require them to write their answers on whiteboards.

I. Japan Knowledge (Language topics)

Kanji- Reading and Writing

Students will be shown hiragana readings of おんよみ and くんよみ for singular kanji and asked to identify one or the other.

Ex: **Q:** Please view the kanji on the screen 「海」 and choose the letter that provides the おんよみ (reading)?

- A. うみ B. まい C. かい D. かあ

A: C

Please refer to the Japan Bowl study guide for a list of Level 2 Kanji.

Aisatsu あいさつ

Aisatsu are polite, often 'fixed phrases' that are used in interpersonal interactions in Japan. Contestants will be given a phrase and then asked to identify it and the context in which it is to be used.

Ex: **Q.** In what situation would you say いただきます in Japan?

- A. Before eating, it is customary to say いただきます。

Here are some あいさつ that L2 students should be familiar with:

ごちそうさまでした おかわりはいかがですか おだいに しつれいします

おたんじょうび おめでとうございます もしもし ごめんください
おひさしぶりです ようこそ

Level 2 students should be familiar with the following geographic references:

Place Names

Major Cities

Tokyo 東京 Kyoto 京都 Yokohama 横浜 Osaka 大阪 Nagoya 名古屋

Major Islands

Honshu 本州 Kyushu 九州 Shikoku 四国 Hokkaido 北海道 Okinawa 沖縄

Oceans and Seas

Pacific Ocean 太平洋 Sea of Japan 日本海

Katakana

Students will be given katakana words and asked to provide the English equivalents. Here are a few examples:

アルバイト part-time job ウィンカー turn signal メキシコ Mexico
パソコン personal computer チャネル channel

Likewise, English words will be given and the contestants will be asked to provide the katakana equivalent.

France フランス TV テレビ Germany ドイツ Taxi タクシー

Idiomatic Phrases

Students will be provided a common idiomatic phrase and asked to explain its meaning or English equivalent. Likewise, students may be provided an idiom in English and asked to give its Japanese equivalent. Here are some examples:

出る杭は打たれる 出るくいはうたれる

It's best not to stand out or be different / Keep your head down / Don't make waves
(Lit. the nail which sticks up gets hammered down)

猿も木から落ちる さるもきからおちる

Anyone can make a mistake (Lit. even monkeys fall from trees)

石橋を叩いて渡る いしばしをたたいてわたる

Be very cautious/ Test the waters before jumping in (Lit. tap a stone bridge before crossing)

花より団子 はなよりだんご

Being more interested in the practical than the aesthetic/ Pudding before praise
(Lit. dumplings rather than or more than flowers)

蛙の子は蛙 かえるのこはかえる
Like father, like son / The apple doesn't fall far from the tree (Lit. The child of a frog is a frog)

類は友をよぶ るいはともをよぶ
Birds of a feather flock together/ Like calls to like (Lit. [similar] kinds/ things that are the same call out to friends)

善は急げ ぜんはいそげ
Strike while the iron is hot / Sooner better than later (Lit. Move quickly for good things)

急がば回れ いそがばまわれ
Haste makes waste / Slow and steady wins the race (Lit. If you rush you just go around in circles)

二人三脚 ににんさんきゃく
Work together/ Cooperate for a single purpose (Lit. Two people, three legs / three-legged race)

十人十色 じゅうにんといろ
Different folks, different strokes/ People have individual ideas, interests/ To each his own / It takes all kinds (Lit. ten people, ten colors)

三日坊主 みつかぼうず
A person who doesn't stick with anything / unreliable, unsteady worker (Lit. A monk for 3 days)

Affective Expressions

Students may be given one of these expressions and asked to use it appropriately in a sentence or two. The sentence(s) must indicate understanding of the expression's use. Here are some samples:

きつと	せっかく	まず	やはり
さすが	そして	それから	じゃ

Onomatopoeia

Students will be given an onomatopoeia and asked to use it appropriately in a sentence or two. The sentence(s) must indicate understanding of the expression's use. Here are some samples:

ぼろぼろ	へとへと	ぎゅうぎゅう	ぺらぺら	びしょびしょ
ときどき	だぶだぶ	どろどろ	ごちゃごちゃ	ほかほか

II. Japan Knowledge (non-language topics)

Please refer to the Japan Bowl website where they list **Level 2 topics**.

<http://www.jaswdc.org/Resources/Documents/2016%20National%20Japan%20Bowl%20Study%20Guide.pdf>