

JAPAN BOWL

National Japanese Language & Culture Competition for High School Students

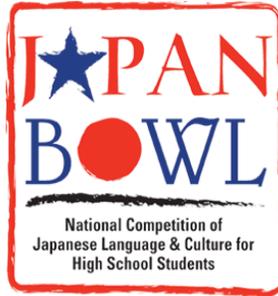
2020 NATIONAL JAPAN BOWL® COMPETITION GUIDE



THE JAPAN-AMERICA SOCIETY OF WASHINGTON DC

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The Japan-America Society of Washington DC (JASWDC) is pleased to announce that the 28th National Japan Bowl® will take place at the National 4-H Conference Center in Chevy Chase, Maryland in April 2020. The tentative dates are April 2-3, 2020. The final, confirmed dates for both the National Japan Bowl and Sakura Matsuri will be announced in fall 2019.

The Competition Guide's purpose is to help students and teachers form teams and prepare for the competition. It includes:

- format, content, and rules of the 2020 National Japan Bowl competition
- eligibility information

The list of topics to be covered at the 2020 National Japan Bowl, as well as the required Kanji and other language lists are included in the *Team Study Guide*.

The Registration Guide and registration forms will be issued in the fall of 2019. The Registration Guide will describe the registration process and provide information on lodging, transportation, and payment.

JASWDC will inform all participants promptly of any changes to the Competition or Study Guide.

Inquiries should be sent by email to japanbowl@jaswdc.org.

The Director of the 2020 National Japan Bowl is Nancy Marsden (nmarsden@jaswdc.org).

Note: The Japan Bowl® name is an official trademark and is registered with the US Patent and Trademark Office. The Japan Bowl Official Guide, Team Study Guide, logo, the design of the official mascot "Kanji-kun," and all questions and other materials used in the competition are protected by US copyright law. Permission to use the Japan Bowl name or logo, and to use or adapt the Study Guide or Japan Bowl questions must be obtained from The Japan-America Society of Washington, Inc.

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Be sure to “like” the National Japan Bowl Facebook page and follow us throughout the year for updates on Japan Bowls across the nation and around the world, as well as interesting information and news on Japan.

1.0 What Is the Japan Bowl?

The Japan Bowl® is a Japanese language competition created in 1992 by the Japan-America Society of Washington DC (JASWDC). The Japan Bowl tests the achievements of high school students throughout the United States who are studying Japanese. But what makes the Japan Bowl unique is that the competition goes beyond language and asks students about Japanese culture, society, daily life and customs, history, geography, and current events.

The Japan Bowl is not an exam; it uses a fun but challenging “quiz bowl” format. Students represent their school and compete as members of 2 or 3-person teams, based on how many years they have studied Japanese. The questions are asked and answered in a variety of ways. Students listen to Japanese and American moderators read the questions, and they look for visual clues on PowerPoint slides or for written hints on the answer sheet. Teams are given a timeframe, usually 30 seconds, within which to respond.

From its beginning, the Japan Bowl has focused on practical, real-world communications skills, and not textbook learning. It encourages students of Japanese to go “beyond the language” and learn more about the culture, society, and history of Japan, the country whose language they are studying.

When the Japan Bowl was created in 1992, studying Japanese at the high school level was rare, but today over 70,000 American high school students are learning Japanese. According to the Japan Foundation, most Japanese language learners in America today are in high school, not college.

The Japan Bowl was first held in 1993 as a local competition for high schools in the Washington DC area. Within a few years, schools from other parts of the nation heard of the competition in Washington and joined. It then gained a new name -- the “National Japan Bowl.” (For more information on the National Japan Bowl, see Section 1.2.)

In recent years, JASWDC has worked with other organizations across America and around the world to create more Japan Bowls. Today, there are local Japan Bowls in California, Illinois, Minnesota, Wisconsin, Utah, Ohio, and Oregon. International interest also is growing; at present there are global Japan Bowls in Poland, Mexico, Serbia, Italy, the UK, Bulgaria, Canada, Denmark, France, Kazakhstan, and Japan. In 2018, the first “America Bowl” was held in Tokyo, and the second “Junior Japan Bowl” was held in Northern Virginia for students in Grades 1-6 who are enrolled in Japanese language immersion programs. In 2019, the “Junior Japan Bowl” expanded to include middle school competitors as well.

1.1 Goals of the Japan Bowl

Whether it is the National Japan Bowl in Washington, or a Japan Bowl elsewhere in the United States or around the world, the goals of every Japan Bowl are the same:

- To recognize and encourage students who chose Japanese as their foreign language
- To motivate students to reach higher levels of academic achievement
- To challenge students to learn not just Japan’s language, but also its culture, history, geography, and society and daily life practices

- To provide an opportunity for students to meet others who share their passion for Japan's language and culture
- To encourage participants to continue their study of Japanese in college and to study abroad in Japan in future
- To encourage students to have a "Japan connection" in their adult lives -- whether in business, academia, the arts, public service, or science -- and to become leaders of the relationship between Japan and their own country in the years to come
- To bring together stakeholders -- from government and non-governmental organizations, foundations and associations, academia, and the business community - - who share an interest in promoting Japanese language education and supporting "the next generation" of leaders in the relationship with Japan

1.2 What is the National Japan Bowl?

Today the two-day National Japan Bowl, held each spring in Washington DC, is recognized as the premiere national competition for high school students of Japanese.

The National Japan Bowl is a "total experience" for students. In addition to the academic competition, over the two days students get to watch Japanese cultural performances, talk to Japanese and American role models, take part in hands-on activities, learn about study opportunities at American and Japanese universities, and meet other students from across the nation who share their passion for the Japanese language and culture.

Most participants stay an extra day to attend the *Sakura Matsuri*, the largest one-day Japanese cultural festival in the country. *Sakura Matsuri* also is presented by the Japan-America Society of Washington DC. The National Japan Bowl and *Sakura Matsuri* are both official events of the National Cherry Blossom Festival, which celebrates the gift of the flowering cherry blossom trees from Japan to the United States in 1912.

JASWDC also organizes a 2-hour networking breakfast for teachers to share professional information.

It depends on the weather, but students often get to see a spectacular sight in the Nation's Capital -- the full bloom of the Japanese flowering cherry trees. And students from across the country appreciate the opportunity to visit their nation's capital with their teammates. Many teams come a day or two early to see the sights and visit the museums, which usually have special Japan-related exhibits at that time.

The National Japan Bowl has enjoyed support and guidance over the years from the United States-Japan Foundation; the Embassy of Japan in Washington DC; the Japanese Ministry of Foreign Affairs; the Japanese Ministry of Education, Science and Technology; the Japan Foundation; the American Association of Teachers of Japanese (AATJ); universities in Japan and the United States; members of the Japan Commerce Association of Washington DC; and other foundations and private donors.

The Honorary Patron of the Japan Bowl is Her Imperial Highness Princess Takamado, who honors the National Japan Bowl by meeting with the winning team during their trip to Japan each year and sending a message for the annual competition.

2.0 Competition Schedule, Format, and Rules

2.1 Tentative Schedule for 2020

This is the tentative schedule and is subject to change. It is provided early to assist you in planning your visit to the 2020 National Japan Bowl. As noted before, these are the tentative dates. JASWDC will notify participants of any changes.

Thursday, April 2

3:00-5:00 p.m.	Japan Bowl Registration
4:30-5:30 p.m.	Dinner, Clover Cafe
5:45-6:45 p.m.	Opening Ceremony, Auditorium
6:45-7:00 p.m.	Break (move to the competition rooms)
7:00-8:30 p.m.	First Preliminary Round – All Levels
8:30-9:30 p.m.	Evening Get-together

Friday, April 3

7:00-8:15 a.m.	Breakfast, Clover Cafe
8:00-10:30 a.m.	Conversation Round – All Levels
8:00-10:30 a.m.	Teachers' Breakfast Meeting
10:45-11:15 a.m.	Second Preliminary Round – All Levels
11:15 a.m.	Lunch
12:15-1:30 p.m.	Cultural Event(s)
1:30 p.m.	Announcement of Finalists, Auditorium
1:45 p.m.	Introductions and Explanation of Rules
2:00-2:45 p.m.	National Championship Round – Level II
2:45-3:30 p.m.	National Championship Round – Level III
3:30-4:15 p.m.	National Championship Round – Level IV
4:30-5:00 p.m.	Awards Ceremony and Closing Remarks

2.2 Preliminary Rounds - Format and Rules

The 2020 National Japan Bowl will have two Preliminary Rounds: the First Round will be Thursday evening, April 2, and the Second Round will be Friday morning, April 3.

2.2.1 Format of the Preliminary Rounds

The Room

1. Each team is placed at a table in one large room and competes with other teams at the same level.
2. Each team is provided with pens, scratch paper, and the official answer sheet.
3. The Preliminary Rounds are closed to the general public. Teachers, chaperones, family members, and others who have pre-registered will be admitted, based on available space.
4. All personal belongings must be placed on the floor.
5. The National 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 – students, teachers, and guests.

Asking the Questions

6. Fifty questions are presented in the first Preliminary Round, and 40 in the second, for a total of 90 questions. Each question is worth 2 points, for a total of 180 points.
7. The questions cover both language and non-language topics. They are asked and answered in a variety of ways. The questions also vary in difficulty.
8. Visuals for all questions are projected on a large screen using PowerPoint slides.
9. American and Japanese moderators (native speakers) read the questions.
10. Each question indicates how the answer should be given: in English, in hiragana, in kanji, etc. (See the list of answer icons below.)
11. Halfway through each round teams shift tables so no team is disadvantaged by viewing angle or distance from the screen. In other words, teams will sit in four different locations in the room during the 2-day competition.
12. After each set of questions is read, students **MUST** put their pens down and stop writing when told to do so by the moderator. Failure to do so may result in disqualification from the competition.

Reviewing the Answers

13. At the end of each round, correct answers are given during a review session in order to reinforce the learning experience of the National Japan Bowl. Students and teachers are encouraged to take notes during the answer review session
14. Students and teachers may talk about the questions with others studying Japanese at their school. But 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 might be invalidated, and any awards or recognition given to that team may be forfeited.

ANSWER ICONS	
EN	English
JP	Any combination of Japanese (<i>kanji, hiragana, katakana – but <u>not</u> romaji</i>)
ひら	<i>hiragana</i>
カナ	<i>katakana</i>
漢	<i>kanji</i>
ABC	Multiple choice
RO	<i>romaji</i> for Japanese names*
123	Western numerals

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

2.2.2 Specific Rules for Questions in the Preliminary Rounds

1. Questions will be read only once, except for Japanese listening comprehension questions, which will be read twice.
2. Conferring among team members is allowed.
3. All teams must write their answers clearly and legibly on the team answer sheet. Any member of the team may write the answer(s) to the question. Any answers that are difficult or impossible for the judges to read might be judged incorrect.
4. As described above in the box about "answer icons," the slide will give the answer icon, and the moderator also will state in which language form the answer should be written. *If there is a discrepancy* between the answer icon on the screen and what the moderator says, ask for clarification. The moderator will be able to tell you how to answer.
5. There is a 30-second time limit for answering each question. However, 60 seconds will be allotted for questions that require writing a complete Japanese sentence. The clock begins when the moderator has finished reading the question.
6. For every question, the timekeeper will call a “10 seconds” warning. At the end of the allocated time, the timekeeper will call “time,” and the slide will advance to the next question. Although you may keep working on questions after the time has expired, you will run the risk of missing the next question.

7. There is no partial credit for a partially correct or incomplete answer. (See examples below).
8. There is no penalty for an incorrect answer.

EXAMPLES OF INCOMPLETE OR PARTIAL ANSWERS

Japanese Moderator: 兄は黒いオートバイを買いました。

English Moderator: What did the older brother buy? Answer in English.

Answer: The correct answer is "a black motorbike, black motorcycle, black motor scooter, etc. - something that indicates that it is propelled by a motor. If you say or write just the word "bike" or "black bike," your answer is incomplete, because the English word "bike" can also mean a pedaled bicycle. You also must include the bike's color (black) to make it a complete response.

English Moderator: In the Japanese calendar, what year is this? Answer in Japanese.

Japanese Moderator: 今年は何年ですか？ ことしは、なんねんですか？

Answer: If you only give the number, your answer is incomplete. A correct answer must include "Heisei," the year's number, and the word "nen" -- all three points -- to demonstrate that you know exactly how a Japanese person would answer the question.

▶ **Key point: Be as specific, accurate, and complete as you can** ◀

2.3 Conversation Round - Format and Rules

On Friday morning, National Japan Bowl judges will hold a Conversation Round with each team to judge the speaking ability and communication and presentation skills of each team member. Please refer to the study guide for each level's content.

Format

1. Each team will be assigned a time to meet with two NJB judges, one Japanese and one American (who is fluent in Japanese), for a Japanese-language conversation. The Japanese judge will conduct the conversation.
2. The sessions will be closed; no teachers, chaperones, or members of the public will be allowed to observe.
3. Students should not tell the judges what school they are from.
4. Each team will be allotted 5-6 minutes for a conversation in Japanese, or about 2 minutes per team member. This includes the time for self-introductions.

Scoring

5. The judges will consider both the self-introduction and the replies to their questions in determining how many points to award.
6. Each team member will be awarded between 1 and 3 points, based on ability to communicate effectively with a native Japanese speaker. Judges will consider the students' language competence (vocabulary, language control, pronunciation) and language performance (fluency, confidence, comprehension) when awarding points.
A student whose spoken Japanese is below the expected level will receive 1 point; at the expected level, 2 points; and above the expected level, 3 points.
7. If a team has only two members, its score will be averaged and then multiplied by 3; that number then will be multiplied by 2 points to produce the final team score.

2.4 National Championship Round - Format and Rules

Advancing to the National Championship Round

1. The combined scores from the First, Second, and Conversation Rounds will determine which three teams at each level advance to the National Championship Round. The combined scores also determine the 4th and 5th place winners.
2. If there is a tie for any of the top five positions, the judges will review the teams' answers to five pre-determined questions, covering both language and non-language topics, to determine the top five teams.
3. After lunch on Friday, a National Japan Bowl judge will announce the names of the three teams at each level that will compete on stage in the National Championship Round. The names of the 4th and 5th place teams will be announced at the Awards Ceremony.
4. If a team qualifying for the National Championship Round is not present at the time of the announcement, the next runner-up team will replace the team that is missing.
5. The scores from the First, Second, and Conversations Rounds will not be carried over to the National Championship Round. Final results will be determined solely by the team score in the Championship Round.

National Championship Round - The Room

1. The National Championship Round will be conducted on stage before an audience, using a "live" quiz show format with a buzzer system.
2. The National Championship Round is open to the public, so students, friends, and family are welcome to attend.

Types of Questions in the National Championship Rounds

The National Championship Round has three types of questions:

1. **Team Questions** - 8 questions, 10 points per question; total possible points 80. The answers to team questions are written, and the questions usually involve team collaboration and problem-solving to respond.
2. **Individual Questions** - Each student will be asked one question, chosen by a random drawing. The question is worth 5 points.
3. **Toss-Up Questions** - 15 questions, 5 points per question, total possible points 75. Two of the 15 toss-up questions will have bonus questions attached, each worth 5 points. The total possible score from the Toss-Ups therefore is 85 points.

The total possible team points for the Championship Round therefore is 210.

Rules for the Team Questions

1. There will be 8 team questions. Each question is worth 10 points.
2. The same question will be asked to all teams simultaneously.
3. Questions, including the Japanese language part, will be read only once.
4. Conferring among team members is allowed.
5. All teams must provide their answers in writing on the white boards that are provided. Any member of the team may write the answer(s) to the question.
6. There is a 30-second time limit to answer each question. The clock begins when the moderator has finished reading the question. The timekeeper will call a "10 seconds" warning. At the end of the allocated time, the timekeeper will call "time," and teams must show their white boards.
7. There is no partial credit for partially correct answers. There is no penalty for an incorrect response.
8. Any answers that are difficult for the judges to read may result in an incorrect answer. Therefore, please be sure that your handwriting is large and clear.
9. If there is a discrepancy between the answer icon on the screen and how the moderator says the answer should be given, the judges will accept a correct answer in either format.
10. For the benefit of the teams and the audience (who cannot see the whiteboards from a distance), the moderator will provide the correct answer for all questions.

Rules for the Individual Questions

1. Each team will select an envelope at random. Students should not open their individual envelopes until told to do so.
2. Students then will be called on to answer in numerical order. A PowerPoint slide will appear for each number, with an expression from the "Expressive Japanese" lists in this Study Guide. The team member must use that expression in a sentence or two to demonstrate that he/she fully understands its meaning.
3. Conferring among students is not allowed.

4. Each student will have a total of 30 seconds to prepare an answer and say it. If a student has not started to speak after 20 seconds, the timekeeper will say, "10 seconds."
5. The student should speak clearly and loudly into the microphone. The judges will not ask the student to repeat.
6. A panel of special judges, all native speakers of Japanese, will decide whether the student has clearly and accurately communicated his/her sentence in Japanese. The special judges will use a *maru-batsu*, yes or no decision, with the majority decision to prevail.
7. Each question is worth 5 points.

Rules for the Toss-Up Questions

1. There will be 15 questions, plus two bonus questions. (See Rule #11 on bonus questions.)
2. Conferencing among students is not allowed. (Exception: bonus questions. See #11 below.)
3. Any student on the team may answer a toss-up question. A student must ring the buzzer to signal, and only that student may answer.
4. A student must wait to be called on before answering. The moderator can see the order in which students rang in and will call on the first student who signaled. Answers given prior to being called on will not be accepted.
5. If a student signals before the moderator finishes reading the question, the moderator will stop reading. The remainder of the question will not be read. If the student who rang in early answers incorrectly, his/her team will be penalized 5 points. (See #13 on scoring below.)
6. The student may answer only once and may not change his/her answer. Each judge will record what he/she heard, and the decision whether to declare the answer correct will be based on what a majority of the judges heard. The judges will not ask the students to repeat their answer, unless there is a technical problem. Students therefore should answer loudly and clearly so the judges can hear them.
7. If there is a discrepancy between the answer icon on the screen and how the moderator says the answer should be given, the judges will accept a correct answer in either format.
8. If a team member gives an incomplete or partial answer, the judges will say that it is "not correct." They will not say that it is "incomplete," as that would give a hint to the other teams.
9. The moderator will read a toss-up question only once. (1) If no team "buzzes in" after a toss-up question is read, the moderator will encourage teams to "buzz in," but will not read the question again. (2) If two teams answer incorrectly, the moderator will ask if the third team wants to answer, but will not re-read the question. (3) However, if a team buzzes in early, before the question is read in its entirety, and if the team answers incorrectly, the moderator will then read the entire question.
10. If no team answers correctly, or if no team buzzes in, the moderator will give the answer and move on to the next question.
11. There will be 2 bonus questions during the Toss-Up Round. The moderator will give advance notice when a question has a bonus question attached to it. If a team member answers the first (main) question correctly, his/her team will be given the bonus question, which is worth an additional 5 points. Team members may confer, and the team captain must answer within 30 seconds. If the team's answer is incorrect, other teams cannot answer the bonus question.
12. Scoring:
 - ✓ Each correct answer is worth 5 points.

- ✓ There is no partial credit for partially correct or incomplete answers.
- ✓ A team will not receive credit for a correct answer if its members conferred. (Exception: bonus questions.)
- ✓ If a student signals before the moderator has completed reading the question and then answers incorrectly, his/her team will be penalized 5 points. If a student from a second team also signaled before the moderator finished reading the question and answers incorrectly, that team also will be penalized 5 points.
- ✓ If a student signals after the moderator has read the entire question, there is no penalty for an incorrect response.

If There is a Tie

1. At the end of the toss-up round, the judges will check with the score-keepers and determine whether there is a tie for either 1st or 2nd place.
2. If there is a tie, then a series of toss-up questions will be asked to the two teams that tied, until one of the teams answers two questions correctly.
3. There are no PowerPoint slides for the tie-breaker round.
4. The first team to answer two questions correctly wins the tie-breaker.

2.5 Grounds for Disqualification

Following are the possible grounds for the disqualification of a student or team from the competition. JASWDC has the sole right to determine, in its own judgment, whether any action requires disqualification.

- a. Challenging or showing lack of respect to National Japan Bowl officials, staff, or volunteers by a student, teacher, or chaperone
- b. Inappropriate dress (See Section 5.1 in the Registration Guide)
- c. Use of offensive language
- d. Substantial violation of the rules of the National 4-H Conference Center (See Section 5.2 in the Registration Guide)
- e. Misrepresentations and/or other irregularities on an application form which become apparent at the time of registration or during the competition.
- f. Cheating or dishonesty
- g. Violation of the National Japan Bowl rules about photographic equipment and electronic devices, including watches, that are capable of recording, photographing, or transmitting.
- h. Making the questions or answers known to others via any kind of communications network, including email and social media.

Depending on the severity of the infringement, JASWDC also may prohibit the student(s) concerned, the entire team, and/or the school from participating in the National Japan Bowl at any Level in the following year. We therefore ask students, parents/guardians, and teachers to encourage appropriate behavior, in order to ensure that there are no misunderstandings.

3.0 Preparing for the Japan Bowl

3.1 Helpful Hints

Preparing for the National Japan Bowl is a lot of work, but students and teachers say it is worth it. In addition, both teachers and students say that the study habits that team members acquire as they get ready for the Japan Bowl help make them better students overall, in all their subjects.

Here are some ways in which you can increase your chance for success at the National Japan Bowl.

1. **Form a team of three, not two.** There is a Japanese proverb, *Together, three people are as wise as Monju.*¹ There is nothing to lose, and a third person makes it easier to study and prepare for the Japan Bowl. That third person can also make a difference during the competition itself, since there are no penalties for a wrong answer. That third person just might know the answer!
2. **Be sure you understand exactly what is covered under each category, and then learn those topics.** The chart of non-language topics in the study guide is very thorough. For example, "visual arts" includes not just art and painting, but also classical film, pottery, and even Japanese landscape architecture. The tea ceremony is considered a "performing art." Literary arts includes children's stories. Physical geography includes questions about the environment and agriculture, and so on.
3. **Learn all of the Kanji, aisatsu phrases, idiomatic expressions, and onomatopoeia that are listed in the Study Guide. Know them cold.** You can be certain that many of the words and phrases on the language lists will be included in the questions. To prepare, download the *Team Study Guide* from the Japan Bowl website as a WORD document, and format and export and use it as you wish. In addition, use the Quizlets² that JASWDC prepares each year; they can be accessed from the Japan Bowl website. There is also a set of 40 "Kanji-kun" stamps that can be downloaded on the LINE App and used as a fun way to learn Japanese onomatopoeia and converse with your friends.³
4. **The Japan Bowl is not trivia or random facts. We want students to have a "basic knowledge" of Japan and to know the most important things about the country whose language they are studying.** Questions differ in difficulty, but overall the questions ask some of the most common, basic facts about Japan and Japanese language.

¹ A Japanese kotowaza says, "*Sannin yoreba, Monju no chie* / Three people together have the wisdom of Monju." It is the Japanese equivalent of "Two heads are better than one." Monju (or *Monju-Bosatsu*) is the Japanese Buddhist saint of wisdom, learning, and enlightenment.

² You can access the Quizlet page by going to the Japan Bowl website's "Resources" page -- or you can go directly to Quizlet.com and search our username, "nationaljapanbowl."

³ You can find the stamps by going to the Sticker Store in LINE's U.S. site. Type **Kanji-kun** in the search bar, and then go to the "Creators" tab after you hit search. You can download the set of 40 stamps for 50 coins (99 cents). All proceeds from the stickers go to the Japan Bowl.

For example, consider "Japanese classic films." Who are/were some of Japan's most famous directors, and what are some of the most famous Japanese films? What do you think are the ten most basic, important things to know about sumo, or about kendo? Do you know the basics of the Japanese tea ceremony?

5. **In the same way, the kanji and other language lists include the most common characters and expressions.** For example, the kanji lists include the top 10 family names, the largest cities and islands, and so on. The *aisatsu* and idioms lists have some of the most frequently-heard expressions in Japan. So learn them. They are in the *Team Study Guide* and available online as Quizlets.

6. **Think about specializing by topic, and divide research on topics - especially the non-language topics -- among your teammates, as well as students at other levels in your school. Share your notes with students at other levels, and save those notes for students in future years.** Talk to your classmates about what you have learned, even though they are not on the team. It is a way to "share the Japan Bowl" with them and help them learn more about Japan.

7. **There are certain basic facts about Japan that we expect well-informed students to know.** For example, do you know the name and face of Japan's Prime Minister, and its Emperor and Empress? Do you know what Japan's population is? Can you recognize its flag, the Diet building, and its national seal? Do you know what the current exchange rate is?

8. **You might not be interested in Japanese history or the "high brow culture" of the literary, performing, and visual arts, but they are important, both to the Japan Bowl and to the Japanese people.** Our surveys of students each year show that these are their least favorite topics. When we check the scores each year, we find that teams score lower in those areas than they do in questions about daily life and society, holidays and festival, and pop culture. So like it or not -- make the effort and spend extra time learning about these important topics. You will score higher at the Japan Bowl, and when you meet Japanese, they will be impressed by the interest you have shown in their history and culture.

9. **Be prepared for your *jikoshoukai* for the Conversation Round (especially if you are Level II and III), and think of what you might say for your Individual Question response if you advance to the Championship Round.** Even if you think you might not make it to the championships, using those phrases in sentences in the best way to learn them and make sure you get the nuances correct. Plus -- everyone should be prepared with a *jikoshoukai* when they meet a Japanese person!

10. **Explore authentic Japanese materials such as books, magazines and newspapers, movies and TV dramas, music, anime and manga, commercials and advertisements, and Japanese language websites etc. to become familiar with the way the Japanese use their language in real life.** Doing this also helps you learn more about Japanese society and culture and brings you closer to Japan and the Japanese people.

3.2 Reference Materials for Non-Language Topics

The chart in the study guide lists the categories from which non-language questions are drawn each year. These categories should act as a curriculum guide for students to develop

their knowledge of Japan over a three-year period. In 2020, non-language questions will be based on the topics in the column marked “Year 3 (2020),” which is highlighted in yellow.

JASWDC has over 1,200 books in its reference library. But over the years, Wikipedia has emerged as the “go to source” for fact-checking questions at the National Japan Bowl. We use both the English and the Japanese versions.

Another good source of information on Japan is Nipponia Magazine, which is available online at <http://web-japan.org/nipponia/archives/en/index.html>.

A great website with lots of fun info about Japanese culture -- especially modern and pop culture -- is Japan Talk. <http://www.japan-talk.com/jt/new/johnSpacey>

Daily reports on current events in Japan can be found at <http://www.newsonjapan.com>.

Finally, be sure to “like” the Facebook pages of The Japan-America Society of Washington DC and the National Japan Bowl. They both have lots of interesting information about Japan and Japanese culture throughout the year.

There also are some useful reference books that we like and use:

- Kodansha’s *Japan at a Glance*: 日本まるごと事典
- The JTB series *The Illustrated Guide to Japan* and *Japan in Your Pocket* (available through www.jpstrading.com and from Amazon.com)
- *Are Japanese Cats Left-Handed?* and *Who Invented Natto?* , written by Yoko Toyozaki, Stuart Varnam-Atkin, and Sawada Gumi (IBC Publishing)
- *Shikitari: Unfolding Japanese Tradition*, available through Amazon.com
- *Annual Events in Japan* (2 volumes), by Noriko Takano and translated by Reiko Matano and Margaret Breer (Ehon House Publishing)
- Fodor’s *Japan: Full Color Travel Guide*

3.3 Reference Materials for Language Topics

Each Japanese-language textbook treats grammars differently, in terms of when it introduces different grammatical rules and patterns. Our surveys over the years have shown that the two most commonly used textbooks at the high school level are *Adventures in Japanese* and *Genki*. Our decisions about what grammatical patterns are appropriate for each level is based on a review of those textbooks.

Dorling Kindersley (DK) publishes an attractive and “fun” *Japanese English Bilingual Visual Dictionary* in paperback, which is currently available from Amazon. It has a wealth of vocabulary and subject matter, arranged by topic, not alphabetically.

Two excellent references on Japanese idioms and especially kotowaza are *Japanese Proverbs: Wit and Wisdom: 200 Classic Japanese Sayings and Expressions* by David Galef and *101 Japanese Idioms*, by Michael L. Maynard and Senko K. Maynard. Both are available from Amazon.com.

An excellent reference for 四字熟語 (yojijukugo) is *Kanji de Manga's Yojijukugo*, which is available as a used book or Kindle download at Amazon.com.

An excellent reference for onomatopoeia is *Jazz Up Your Japanese with Onomatopoeia*, by Hiroko Fukuda, published by Kodansha International in 2003 and sold by Amazon.com.

The only reference that we have found for affective expressions is out of print, although it is available from used book sellers via Amazon.com. It is Ronald Suleski and Masada Hiroko's *Affective Expressions in Japanese* (日本語感情表現の手引) .



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3.4 Sample Questions

The following are actual questions that were used during the Preliminary Rounds at Level III in a past National Japan Bowl. They show the wide range and style of questions used during the Japan Bowl Rounds, as well as the way in which the questions are posed.

ON THE SCREEN: Picture of something wrapped in a furoshiki.
MODERATOR: The Japanese often wrap gifts in a square cloth, like this.
 What is the name of this cloth? Write your answer in hiragana.
ANSWER: ふろしき

ON THE SCREEN:	A. Rice	1. Shizuoka
	B. Tea	2. Hokkaido
	C. Dairy	3. Niigata
MODERATOR:	Match the Japanese product with the region that is famous for producing it:	
ANSWER:	A3, B1, C2	

ON THE SCREEN: Woodblock print of the Satsuma Rebellion
MODERATOR: Who was the leader of the Satsuma Rebellion of 1877? Write your answer in Romaji.
ANSWER: Saigo Takamori (or Saigo)

ON THE SCREEN: Picture of a Shinto priest doing "*oharae*"
MODERATOR: This priest is performing a common ritual. What does it signify? Write your answer in English.
ANSWER: Purification / driving out evil spirits

ON THE SCREEN: Show a picture of ひなだん
MODERATOR: March 3 in Japan is a special day for girls. What is the name of this holiday? Write your answer in hiragana.
ANSWER: ひなまつり or もものせつく

ON THE SCREEN: A. 今年日本へ行きました。
 B. 来年日本へ行くほうがいいです。
 C. まだ日本へ行ったことはありません。
MODERATOR: Choose the sentence closest in meaning to the following:
 来年日本へはじめて行きます。
ANSWER: C

ON THE SCREEN: "Listen Carefully"
MODERATOR: Please listen carefully and then write this sentence in English.
 まどのそばにすわっている学生はけんじさんです。
ANSWER: The student who is sitting by/near the window is Kenji.

ON THE SCREEN: ひさしぶりに鈴木さんからメールが_____。
 A もらいました。
 B きました。
 C くれました。
MODERATOR: What word should go in the blank?
ANSWER: B

ON THE SCREEN: ぼうしを_____とあたたかくなりますよ。
MODERATOR: In hiragana, fill in the blank with the appropriate verb.
ANSWER: かぶる

ON THE SCREEN: Picture of one dog and three cats
MODERATOR: 絵を見て犬と猫の数を数えてください。ひらがなでこたえてください。
ANSWER:

ANSWER: いぬがいったぴきと、ねこがさんびきいます。

ON THE SCREEN: Student arriving back home

MODERATOR: When Japanese children come back home in the afternoon from school, what is their mother likely to say? Write your answer in hiragana.

ANSWER: おかえりなさい

ON THE SCREEN: Picture of someone swimming

MODERATOR : Please listen carefully. 「山本くんは水泳部なので、学校のプールで練習しています。月曜日から金曜日まで一日 2000 メートル泳ぎます。山本くんは一週間に何メートル泳ぎますか。」

ANSWER: 10000 (メートル)

ON THE SCREEN: volunteer

MODERATOR: This English word has become part of the Japanese vocabulary. How do the Japanese write it? Write your answer in katakana.

ANSWER: ボランティア

ON THE SCREEN: 色

MODERATOR: In *kanji*, write the names of any three colors.

ANSWER: Possible answers include: 黒白赤青

ON THE SCREEN: わたしのなまえは、田中さんです。

MODERATOR: What is wrong with this sentence? Answer in English.

ANSWER: You should not call yourself "san."

ON THE SCREEN: 気

MODERATOR: Using the kanji on the screen, write an expression which means "be particular about, worry about, bother about, be concerned about."

ANSWER: 気にする、気になる

ON THE SCREEN: 番

MODERATOR: How many strokes are in this kanji?

ANSWER: 12