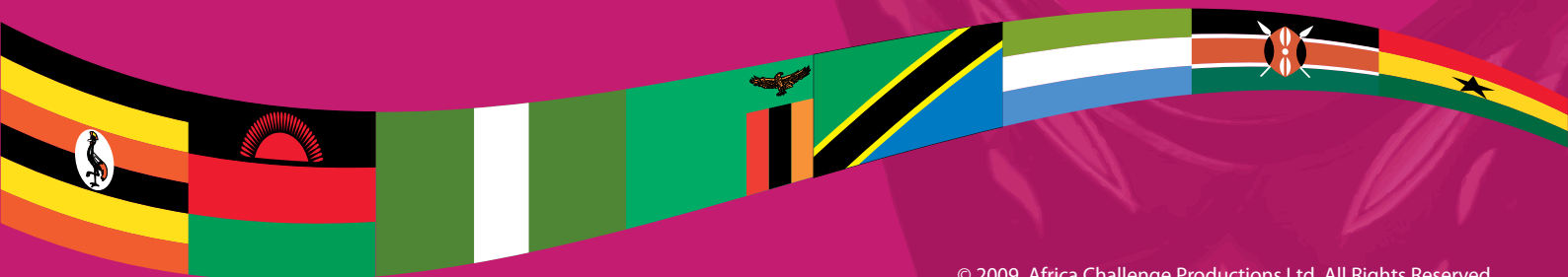




Programme Guide





WHAT IS ZAIN AFRICA CHALLENGE?

Zain Africa Challenge (ZAC) is an academic quiz programme for universities in Ghana, Kenya, Malawi, Nigeria, Sierra Leone, Tanzania, Uganda and Zambia. 2009-2010 is the fourth year of the programme.

Enrolled universities will compete at National Qualifying Tournaments. Universities not advancing to the International Championship Festival will receive a \$1,000 grant from Zain. The student players, coach and liaison from those institutions will each receive a minimum of \$100 per person in grants.

The top teams from each National Qualifying Tournament advance to the Zain Africa Challenge International Championship Festival, held in Kampala, Uganda. The 32 teams play a knockout tournament, with 31 programmes recorded for broadcast. Each university at the Championship will receive a grant from Zain, based on each university team's final standing in the knockout tournament. In addition, the student players, coaches and liaisons also receive grants.

USING THE PROGRAMME GUIDE

This programme guide provides information on how to conduct the Zain Africa Challenge at each university and how to prepare the Scholars Team for the National Qualifying Tournaments and the International Championship Festival. It is designed to guide Coaches and Liaisons through everything from conducting the team tryouts to selecting and preparing the students for the tournaments. Each of the five sections deals in sequence with the steps involved.

STEP 1: GETTING STARTED

This section covers introduction to the programme, the programme timetable and rules for eligibility and participation.

STEP 2: PROMOTION AND STUDENT TRYOUT TESTING

This section covers promoting the programme at the university and conducting Student Tryout Testing to determine which students to invite to participate in Scholars Club practice sessions.

STEP 3: ESTABLISHING A SCHOLARS CLUB

This section includes information about creating a Zain Africa Challenge Scholars Club that will promote the programme, facilitate student training and sustain interest throughout the year. The Scholars Club is the best way to maintain the momentum year-round with the programme.

STEP 4: SELECTING AND TRAINING THE SCHOLARS TEAM

This section covers selection of the Scholars Team, introduces training drills and other tools to prepare the students for the competition.

STEP 5: ATTENDING TOURNAMENTS

Finally, this section addresses issues pertaining to attendance at the National Qualifying Tournaments and the International Championship Festival, including: expected conduct, student attire, schedule and events.

Additionally, there are tools available at the Zain Africa Challenge website: www.zainafriacchallenge.com. With effort and preparation, everyone will enjoy an exciting and rewarding experience with the Zain Africa Challenge.





Getting Started





Timetable for the Zain Africa Challenge

2009

16 Aug. - 5 Sept.	University Enrollment, all 8 countries
14 Sept.	Liaisons & Coaches Workshop (UG)
15 Sept.	Liaisons & Coaches Workshop (KE & ZM)
17 Sept.	Liaisons & Coaches Workshop (TZ & MW)
19 Sept.	Liaisons & Coaches Workshop (GH & SL)
24 Sept.	Liaisons & Coaches Workshop (NG)
15 Sept. - 23 Oct.	Universities conduct Zain Africa Challenge student tryout tests
Ongoing	Universities select Scholars Team for National Qualifying Tournaments
28 Oct.	Registration deadline for National Qualifying Tournaments
12 Nov.	National Qualifying Tournaments in (KE, TZ & UG)
16 Nov.	National Qualifying Tournaments in (GH, MW, SL & ZM)
19 Nov.	National Qualifying Tournaments (NG)
Ongoing	Scholars Teams continue practice and training for the International Championship Festival
19 Dec. - 3 Jan.	Zain Africa Challenge Office Closed

2010

Ongoing	Scholars Teams continue practice and training for the International Championship Festival
23 Jan. - 2 Feb.	International Championship Festival (TV Recording) in Kampala, Uganda
Mar. – Sept.	International Championship broadcast in all 8 countries

UNIVERSITY PARTICIPATION & PLAYER ELIGIBILITY RULES

All universities competing in Zain Africa Challenge must abide by these rules:

1. The title, concept, format, game packets of questions and answers and all other materials used in connection with Zain Africa Challenge are the property of the programme producers. They are for use in the Zain Africa Challenge programme at participating universities only and may not be used for any other purpose without the express written consent of the programme producers.
2. Enrollment in the Zain Africa Challenge programme entitles the university to use the Zain Africa Challenge title, concept, format and other materials. Use of any or all of these elements outside of official Zain Africa Challenge competition is prohibited without the express written consent of the programme producers.
3. Only questions and answers supplied by Zain Africa Challenge may be used in the Zain Africa Challenge student tryout tests.
4. Universities must rigorously follow the student tryout test security procedures distributed with the tests.
5. No Zain Africa Challenge match may be filmed, videotaped, audio taped, broadcast or otherwise preserved without the express written consent of the programme producers.
6. Universities will responsibly certify the eligibility of the players on the Zain Africa Challenge Scholars Team according to the Player Eligibility Rules below.
7. A member of the institution's faculty or staff is required to accompany the Zain Africa Challenge Scholars Team to the National Qualifying Tournament and International Championship Festival. This person serves as the institution's coach and official representative in resolving any situations that may arise (e.g. game logistics, team travel or personal emergencies).
8. Failure to observe these terms and conditions could result in a university's expulsion from the Zain Africa Challenge competition.

The Scholars Team which attends the Zain Africa Challenge National Qualifying Tournaments and International Championship Festival must meet the following requirements:

1. The four members of the Zain Africa Challenge Scholars Team must each have taken the student tryout test and participated in Zain Africa Challenge Scholars Club activities (practice games) in order to be eligible for the competition.
2. Students must be undergraduates, having never received a bachelor's degree.
3. Students must be full-time as defined by the university. A registrar's verification that a lower course load completes all degree requirements is acceptable in lieu of the full-time student status.
4. Each member of the Zain Africa Challenge Scholars Team must be enrolled for the semester or term during which the National Qualifying Tournament and/or International Championship Festival is conducted in order to be eligible to compete.
5. The composition of the Zain Africa Challenge Scholars Team should reflect the diversity and history of the institution.
6. Players may compete at the National Qualifying Tournament UNTIL the player advances to the International Championship Festival.
7. All players are limited to one year of Zain Africa Challenge participation at the International Championship Festival, regardless of institutional affiliation.
8. Once a player has represented ANY university at the International Championship Festival, they may NOT PLAY again at ANY level.
9. Participating universities may add additional eligibility requirements to conform to its university policies.



Student Tryout Testing & Promotion



Student Tryout Testing

Zain is keenly concerned about the integrity of the Zain Africa Challenge competition. In order to provide complete transparency in the student selection process, each university must conduct a tryout that is open to all students who meet the eligibility requirements as stated in the "Getting Started" section of this guide.

Zain Africa Challenge is a fast-paced game involving three students on each of two teams.

Because this is a game, students with the highest marks in class MAY NOT be the best players. Quick recall of facts is critical.

The tryout test is timed. The questions are designed to determine a basic knowledge level and to help Coaches evaluate the knowledge base of students and how potential players respond to the pressure of a game of this type.

The test masters, answers, and scoresheets will be delivered via email to the Liaison and Coaches for photocopying before the date of the tryout test(s). Different versions of the test are utilised so that students cannot acquire test questions in advance. Each university may receive up to five tests.

Conducting the Testing

There are several issues to consider in the administration of the student tryout test.

1. How many students will be permitted to sign up for the tryout test?
2. Where will the test be administered and who will monitor the students being tested?
3. Will the location accommodate all the students at once, or will multiple testing shifts be required?

*Multiple shifts require different dates to administer the test. Please contact the Zain Africa Challenge Office for assistance in coordinating test dates.
4. How much time will be required to score the tests? Who will score the tests?
5. How will students be notified after the tryout test results are known?

Every university is different, so each plan will be different. Universities with multiple constituent branch campuses will need to coordinate the tryout tests with assistance from those other locations.

Coaches and Liaisons will need help to make the programme a success. Because this is a programme for students, it is likely that students will offer to provide assistance in implementing the programme at the university.

However, students may not assist in any aspect of the Student Tryout Testing process.

There will be an undercurrent of excitement about Zain Africa Challenge among the students. Make use of the energy of youth to maximize the awareness of the programme at the university.

The Zain Africa Challenge office in Nairobi is ready to answer questions and assist Coaches and Liaisons with any challenges should they arise. Remember, the website is an excellent resource that is available 24 hours a day. As the programme progresses, more and more information will become available.

Developing a Promotional Plan

Recruiting players goes hand in hand with recruitment for the tryout test. The more exposure the tryout test has, the more interested your students will be in participating.

Your goal here is two-fold. Firstly, you want as many students as possible to know about the chance to play the Zain Africa Challenge. The prizes, grants and university pride are major incentives to participate.

Secondly, you want to create a sense of excitement about the programme that will inspire your colleagues to assist in training the team.

Promoting the Tryout Test

Zain Africa Challenge provides a variety of customisable colour posters to raise awareness of the programme and the tryout testing. There are two types of posters. The first is a general information poster to raise awareness about the programme.

The second type has a blank space which may be customised with the location, date and contact information of the Liaison who will administer the tryout test.

These are included in the package of materials supplied to the universities.

Posters should be placed in the library, cafeteria, etc. everywhere that students gather. It is strongly recommended that a sign-up sheet (or sheets as needed) be maintained at a central location so that the Liaison has a good idea of how much space will be needed to administer the tryout test.



Other Promotional Ideas

There are many ways to raise awareness about the Zain Africa Challenge programme and tryout test. The Public Relations office or Vice Chancellor's office may offer assistance to spread the word across the University. Contact campus organisations, such as honor societies, clubs and other campus groups that might be interested in taking the test as a group.

- Send letters to faculty members asking them to publicise the programme to their classes.
- Show DVDs of Zain Africa Challenge games in public areas. Copies are available from ZAC headquarters.
- Place a link to the Zain Africa Challenge website on your university's homepage or send a group e-mail to all students and staff.

Logo and Programme Title Use

Some universities may choose to develop other promotional announcements. The Zain Africa Challenge programme has an approved logo which must be used in all promotional materials for your university.

For your convenience, we have provided copies of the logo in various formats (.eps, .png, .jpg and .tiff) for use on your fliers.

Suggested locations for logo placement are: flier corners or centered at the top or bottom of the flier. You may want to include a photo of the facility where the tryout test will take place along with the date and time. Or you may include pictures of your university or students. It's up to you!



Establishing a Scholars Club

Benefits of a Scholars Club

There are many benefits to creating a Scholars Club:

- ❖ Perpetual “team generating machine”
 - Feeder system to build a strong team
 - Keeps players playing and learning
 - Players transfer skills to new players
 - Allows former players to stay involved
- ❖ Part practice session, part social club
 - Players make “friends for life”
 - Balance structured practice with social interaction
- ❖ Makes ZAC a regular part of members lives
 - Consistent schedule makes it easier for students to “remember”

- Creates a sense of belonging

- ❖ Club members can be programme volunteers at the university
 - They know the game
 - They have experience in game official roles
- ❖ Offers opportunities to involve faculty
 - Meetings are after class hours
 - Faculty as guest lecturers
 - Faculty to run topic specific drills

Quick Tip

Players in the Scholars Club develop friendships that can improve teamplay



Skill development:

- ❖ Members develop specialised game skills
 - Mastering rules & strategies of the game
 - Face-Off strategies
 - Bonus strategies
 - Managing the clock
 - Analysing question categories
- ❖ Members learn each others strengths and weaknesses
 - Who is quick on the buzzer
 - Who is good under pressure and who cracks
 - Who has deep knowledge

- Who knows which areas -- literature, science, history, current affairs, geography, general knowledge, sports, African history, popular culture, etc.

- ❖ Helps build a championship calibre team
 - Practice makes perfect
 - Growth from novice to seasoned player
- ❖ Increases camaraderie between players and coaches
 - More informal setting
 - Reduces fear and intimidation
 - Creates better relationships between players and the coach

Club Essentials

What is the structure of the Scholars Club?

- ❖ Membership is open to all Student Tryout Test participants
- ❖ Student-driven but staff-facilitated
 - Students suggest topics, club events & group activities
 - Coach and/or Liaison serves as Advisor
 - Coach and/or Club president sets the weekly training plan
 - Students and staff work together to plan club activities
- ❖ Students who don't play help in other ways
 - Get phone, email and address for all members
 - Never stop recruiting -- it's never too early for next year
- ❖ Weekly sessions
 - Throughout the school year
 - Start the first week of the term
 - Get a dedicated space
 - Brief sessions
 - Set and maintain a consistent time

Promoting Club Membership

- ❖ Invite strong players from the tryouts
 - The Liaison has the contact info for all players from the tryout tests
 - Have students invite students
- ❖ Look for members where you look for players
 - Attend some classes to inform students of the opportunity
 - Set up a table at campus events
 - Look for students at the library
 - Attend meetings of Honour Societies
 - Students watching local and other quiz programmes
- ❖ Encourage potential members to come "try it out"
 - Don't discount anyone
 - Students who are enthusiastic but not great players can help out and be valuable members
- ❖ Ask faculty for student recommendations
 - Invite them to join; Call or email them more than once

Quick Tip

Keeping Club membership open keeps coaching options open for the team!

Club Activity Ideas

- ❖ Regular Club Meetings
 - Rules Training
 - Skills Testing
 - Research Techniques
- ❖ Board Game Night
 - Quick Facts lectures by faculty members in basic fields of study with Q&A for the club
 - Watch the news or documentaries together
 - Share a meal or go to a movie as a team so players get to know one another
- ❖ Special games during university events
 - Run special theme competitions for other students
 - Special ceremonies or convocations
- ❖ Question writing session
 - Spend time in the library or computer lab researching and writing questions
 - Have members read and critique one another's questions
- ❖ Field Trips
 - To museums, archives and historical sites



Selecting & Training the Scholars Team

What Makes a Winning Team?

Good teams are formed of smart students, who know the rules of the game and understand how to play.

Because the game is played in English, proficiency in hearing, reading and speaking English is important.

Great teams understand that practice games should be used to learn how teammates play, which combinations of players are the most successful and which strategies are necessary and/or effective in winning a match.

Quick Tip

Teams with a wide knowledge base in all question categories will play best. Instruct team members to study in their course subjects **AND** others

Training Tips

- ❖ Run club and practice sessions at a "championship pace"
 - Do not joke around during games
 - Keep talking to a minimum
 - Reduce distractions
- ❖ Practice with the computerised game version
 - Those questions are closest in style and content to games at ZAC tournaments
- ❖ Players should write questions and then play them in practice games
 - This helps reinforce information and teaches players how to analyse a question
 - This provides ample material for practice games and helps spread knowledge amongst all team members

Practice Techniques

- ❖ Think Outside the Box
 - Force players to only pick categories outside of their course studies or interests
- ❖ Sudden Death
 - Tie game, one question decides it all
- ❖ Working the Category
 - Play one round where you must complete an entire category before moving to a new one
- ❖ Survivor
 - Play a set of Face-Offs, eliminating anyone who offers the wrong answer
- ❖ Ultimate Ultimate Challenge
 - Have one player at a time try to answer all 10 questions before the next player can come in

Quick Tip

The best practices test a variety of game skills. Mix up the techniques and keep the game interesting all the time.



Game Strategies

The Zain Africa Challenge game will be new to a majority of the players. However, those that can

quickly pick up the strategies below will have a much stronger showing in the competitions.

Answering Questions

- ❖ Giving the minimum amount of information (For example, YAR'ADUA for Nigerian President Umaru Musa Yar'Adua)
- ❖ Always knowing the score helps you to manage your pace and to decide whether taking a risk on a Face-Off is necessary
- ❖ No matter what the situation, maintain your energy; your mind is your muscle in this game and you must

keep it prepared at all times

- ❖ Maintain momentum by congratulating teammates, even in a loss or a close game
- ❖ Maintain confidence in yourself and your team; you will need it to survive the tournament together

Play to Win

- ❖ Establish an early lead
 - Make a solid effort to win the first few Face-Offs; establishing momentum is key
 - If you correctly answer at least 75% of your Bonuses, you could have a 100 point lead, or better, after only a few questions
 - Doing so can help prevent a later comeback in the Ultimate Challenge, or protect your team if you hit a patch of questions which you do not know

- ❖ Stay competitive
 - The psychological battle is key to winning the game
 - Don't let the other team get on a roll
 - The goal is to score as many points in the first three rounds as possible

Quick Tip

Remember to "pass" quickly if you draw a blank during the Ultimate Challenge. You will have another chance if time permits. Each second is precious.



Game Rules

The following are the official rules of the game:

Format/Game Overview

1. Zain Africa Challenge is a question and answer game played between two teams of three players each.
2. The game is played in four rounds.
3. The first three rounds are called Face-Off Rounds. In each of these rounds, there are two types of questions: Face-Offs, worth 10 points each and Bonuses, worth 20 points.
4. The fourth round is called the Ultimate Challenge. Each team gets a turn to play the Ultimate Challenge. The team has 60 seconds to answer 10 questions in the category of its choice. Each correct answer is worth 50 points, for a total of 500 points.
5. In each of the three Face-Off rounds, a different player represents the team answering Face-Off questions. That player is the only one who can answer for his or her team.
6. In each Face-Off round, there are four new categories. In each category there are three Face-Off questions. Each Face-Off has a related Bonus question.
7. The last player to correctly answer a Face-Off selects the category for the next Face-Off.
8. On Face-Offs, after the entire question is read, the first player to signal gets to answer.
9. If he/she answers correctly, the team gets a Bonus question.
10. If he/she answers wrong, the player representing the other team gets a chance to answer the Face-Off. If that player answers correctly, his or her team gets the Bonus.
11. Bonuses are played by the entire team. The team may confer on its answer.
12. In the computerised version and at the National Qualifying Tournaments, each Face-Off round lasts three minutes or until no Face-Off questions remain, whichever comes first. When the three-minute timer reaches zero, the currently playing Face-Off/Bonus question pair is completed, then the round is declared over. At the International Championship Festival, an audio signal will announce the end of the round.
13. At the end of the three Face-Off rounds the teams play the Ultimate Challenge. The team that's behind goes first. If there's a tie, there is a coin toss and the team that wins decides if it wants to go first or last.
14. In the Ultimate Challenge, there are four new categories from which to choose. When it's a team's turn to play, the players confer and select the category. Once a category is selected it is no longer available.
15. In the Ultimate Challenge, the team has 60 seconds to answer 10 questions. The questions are read rapid-fire one after the other. Team members can confer on answers. Any team member may call out an answer. The first answer heard by the presenter is the one that will be accepted. As long as there is time remaining, teams can keep coming back to questions which they missed or on which they passed.
16. In the Ultimate Challenge, if the team answers all 10 questions correctly it scores 500 points. Even if the first team to play the Ultimate Challenge does not take the lead in the game, the second team plays the Ultimate Challenge. For televised matches, as a reward for answering all 10 questions correctly, each student team member receives a \$500 Bonus.
17. The team with the most points at the end of the Ultimate Challenge wins the game.

Game Procedures

1. The answers provided by Zain Africa Challenge are the official answers. The underlined information is considered the minimum needed for a correct response.
2. At the end of the game, the Scorekeeper verifies the score and it is declared official.
3. If the score is tied at the end of the game, the tie is broken by a sudden-death play-off of Face-Off questions with all players eligible to answer. The first correct answer scores 10 points and wins the game.

Answering Face-Offs

1. On Face-Offs, players signal and are recognised before beginning their answer. Once a player has been recognised, he/she must immediately begin their answer.
2. After the presenter completes the reading of the question, the lockout signal system is activated and the players are given approximately 3 seconds to signal and must answer immediately once they are recognised.
3. A correct answer on a Face-Off question scores 10 points. If the answer is incorrect, the question is turned over to the player on the other team.
4. Every time a player answers a Face-Off question correctly, their team, and their team only, gets the chance to answer a Bonus question.
5. If a player does not answer immediately, a game official calls "time." An answer given after time is called does not count. Where applicable, the question is turned over to the player on the other team.
6. If a player confers with a teammate on a Face-Off question, the answer is disqualified, even if it was correct. Where applicable, the question is turned over.

Answering Bonuses

1. A team earns the chance to answer a Bonus question after its team member correctly answers a Face-Off.
2. On Bonus questions all team members should confer. If there are conflicting answers, the player in the centre position must speak for the team. That player may designate (verbally or with a gesture) another player to answer. The presenter will take the first clear answer obviously directed toward him/her, so teams should be sure that they agree on their response before anyone gives an answer.
3. The team is given five seconds to confer on each Bonus. The presenter will allow for a natural pause but no stalling. Once the presenter has prompted for an answer ("Your answer please"), the team must begin the answer immediately.

Acceptable Answers

1. The correct answer and acceptable alternatives are given to the presenter. The necessary information is underlined. The presenter and judge will determine if the player has answered giving clear and precise knowledge of the information requested, or if the player is just guessing in an effort to hit the required answer.
2. Answers which show clear and precise knowledge will be judged correct. For example, if a question lists famous guitarists and the given answer is "guitar", then "guitars" and "guitarist" or "guitarists" are also acceptable answers.
3. On a Face-Off, the first response given is the one that counts. If a player gives more than one piece of information, the presenter and judge will evaluate the first answer only.
4. Unless otherwise stated in the question, players may use abbreviated answers, such as last names only, acronyms, etc.
5. For all married women, we will not accept the form of her husband's name. "Mrs. Jakayo Kikwete" would not be an acceptable answer for Mama Salma Kikwete.
6. Proper names, quotations and titles must be exact. Neither "Sonnets In the Portuguese" nor "Sonnet From the Portuguese" are acceptable for "Sonnets From the Portuguese," for example.
7. When the presenter gives a list of choices for answers, the player must give the specific answer. Answers like "the third one" or "the last one" are not acceptable.
8. If the presenter's question card includes the word "Prompt" as a note below the answer, the presenter can ask the player for "more specific information" to determine if an answer was correct. A presenter may only prompt once per question. For example, if the player answers "Kabila," the presenter may ask for more information, to elicit "Laurent" or "Joseph." A presenter may ask a player to spell a response to determine if s/he was correct on phonetically similar answers, i.e. "Manet" or "Monet".
9. Conversely, if a player spells an answer to a question which does not ask for spelling, it should be considered correct, as long as he/she spells the answer correctly.

Correcting Presenter Errors

1. If the presenter inadvertently gives an answer to a Face-Off without giving either team a chance to respond, the presenter simply reads the next Face-Off in the same category. If the problem occurs on a Bonus, the presenter uses the next Face-Off/Bonus pair in the same category. The presenter reads the Face-Off, gives the team the answer, then reads the new bonus.
2. If the presenter gives the answer to a Face-Off after one player has answered incorrectly, without giving the second player the chance to respond, the presenter reads the next Face-Off in the same category for the second player only.
3. If someone in the audience shouts out an answer, the presenter throws out the question and reads the next Face-Off or Face-Off/Bonus pair in the same category.
4. If, however, all questions in the category have been used, the presenter will select a replacement from the remaining questions available in the round.

Playing the Ultimate Challenge

1. In the Ultimate Challenge, each team has 60 seconds to answer 10 questions, worth 50 points each.
2. The team that's behind goes first. If there's a tie score at the end of the three rounds, a coin toss determines which team will play first.
3. There are four categories from which to choose. When it's a team's turn to play, the players confer and select the category. Once a category is selected it is no longer available.
4. The questions are read rapid-fire one after the other. Team members may confer on answers. Any team member may call out an answer. The first answer heard by the presenter is the one that will be accepted.
5. The presenter will acknowledge if an answer was correct or incorrect.
6. Any member of the team may "pass" on any question if they do not have or know the answer. If a team says "pass" the presenter will go to the next question.
7. As long as there is time remaining, teams can keep coming back to questions which they missed or on which they passed.

8. If a team answers all 10 questions correctly it scores 500 points.
9. Regardless of score, both teams always play the Ultimate Challenge. For televised matches, as a reward for answering all 10 questions correctly, each student team member receives a \$500 Bonus.
10. The team with the most points at the end of the Ultimate Challenge wins the game.

Player Eligibility & Substitution

1. The Zain Africa Challenge Scholars Team consists of four players (three players and an alternate).
2. Teams may substitute freely between games, but may not substitute during a game, except in the case of incapacitating illness or injury.
3. Only undergraduate students who have never received an undergraduate or bachelor's degree are eligible to compete. Students must be registered at the university and must be full-time students. Schools may add additional eligibility requirements.
4. Students must be full-time as defined by the university. Registrar verification that a lower second term course load completes all degree requirements is acceptable in lieu of the term credit requirement.
5. Each member of the Zain Africa Challenge Scholars Team must be registered in school for the semester or term during which the National Qualifying Tournament or International Championship Festival is conducted in order to be eligible to compete.
6. Players may compete at the National Qualifying Tournament in successive years until their team advances to the International Championship Festival.
7. All players are limited to one year of Zain Africa Challenge International Championship Festival attendance/play, regardless of institutional affiliation. Once a player has attended/played at an International Championship Festival, they may not play in any successive National Qualifying Tournament or International Championship Festival.

8. A player whose conduct is unsportsmanlike or who disrupts game play will be warned once. This warning is in effect for the duration of the competition. A second violation will result in the player's ejection from the match in progress. The team may substitute this player at the end of a round. An ejected player may return in subsequent matches; however, a third violation will result in a player's expulsion from the competition. This pertains to conduct of the entire team (including the Coach and Liaison) during the entire tournament (including at the hotel, etc.). Warnings may be issued by any tournament official.

Resolving Game Discrepancies

1. The programme producers have ultimate authority in all matters during the competition. Their decisions are final.
2. Every attempt will be made to rectify procedural discrepancies (discrepancies concerning the implementation of the game rules and procedures) quickly and fairly. During the games, the game officials will talk to the Captain and Coach of each team, one team at a time, away from the rest of the players. They will then attempt to decide if the discrepancy is valid and if so what adjustments should be made.
3. At the end of each round, the game officials should review the round amongst themselves to ensure that no errors were made. They should also approach each team and ask if they have any questions.
4. If a player or Coach feels an error has been made, he/she must wait until the end of the round to bring this to the attention of the game officials.
5. The game officials will review the discrepancy and adjust the point totals in accordance with their decision. The outcome of the review and resultant score changes should be announced before the start of the next round.
6. The only points in question are those points awarded or not awarded in error. Intangible issues like momentum are not considered.
7. In most cases, discrepancies will be resolved by the addition or subtraction of points and/or the playing of additional questions without the clock. Replaying a round or game will only occur in extreme situations, such as one plagued by numerous discrepancies, poor officiating or equipment malfunctions.
8. At the end of the game the captains initial the scoresheet.



QUESTION CONTENT

Zain Africa Challenge questions cover many topical areas. This brief list is provided to give players and coaches a preliminary look at areas from which questions will be drawn.

Given the differing education systems in the Zain Africa Challenge countries, the "baseline" for the difficulty of questions is intended to be information that students entering universities should have mastered upon completion of their secondary education.

Science Astronomy • Biology • Chemistry Maths • Physics • Earth Science Computer Science	Social Sciences Psychology • Sociology • Education Laws & Government • Business Economics • Anthropology
Literature African Literature* • European Literature* World Literature* * Drama, fiction, poetry/verse, non-fiction	General Knowledge Words & Word Origins • Language Spelling • Flags & Emblems
History African History • European History World History • Ancient History	Current Events African Current Events European Current Events • World Current Events
Geography African Geography • European Geography World Geography	Popular Culture Pop Music • Film • Television Fashion • Games
Sports Football • Rugby • Tennis • Basketball Cricket • Athletics • Olympics	Fine Arts Classical Music • Painting & Sculpture Dance • Opera • Theatre

Zain Africa Challenge questions are often multi-disciplinary and cover the world of knowledge.

What type of questions are asked in Zain Africa Challenge?

Face-Off questions are played by individual players and are therefore easier than Bonus questions on which the team confers on its answer.

In each Face-Off Round, there are four categories of questions, with three questions available in each category. The category serves as a clue to the likely content of the question. Consult the sample questions page on the [www. ZainAfricaChallenge.com](http://www.ZainAfricaChallenge.com) website for examples of the Face-Off, Bonus and Ultimate Challenge questions.

QUESTION CONTENT

Who writes the questions?

Zain Africa Challenge employs a team of question submitters from multiple continents. In addition, a team of academic professionals fully research and authenticate the questions.

The editorial staff is directed by the programme producers, Africa Challenge Productions Ltd, which has 50 years of experience in producing academic games for university students around the world.

Persons interested in applying to submit questions are asked to email Mary Oberembt (mary@africhallenge.com). Note that personnel directly involved in Zain Africa Challenge at the participating universities may not be question submitters.

How is question security handled?

Question security is of the utmost importance. No question submitter will know which of his or her questions are being used or in which programme. Only the senior editorial staff will have access to question placement information. Stringent security measures will be used during the games at the National Qualifying Tournaments and the games recorded for television broadcast at the International Championship Festival.

Are sample games available?

Accompanying this programme guide is a computerised version of the game which is played in the identical format as the games at the National Qualifying Tournament and International Championship. The computer game system is pre-loaded with over fifty games of material. This will provide lots of material for practice. One of the best ways to familiarise oneself with the game is to write questions for practice games.

Sample questions are available for download at www.zainafrichallenge.com/UI/question-sample.html.

Quick Tip

Don't forget to write questions. It provides additional practice material, improves player performance and sharpens one's game instincts.





Attending The Tournaments

What Is The National Qualifying Tournament?

1. Enrolled universities must conduct Student Tryout Tests, open to all students in order to be eligible to compete in the National Qualifying Tournament.
2. After the tests are administered and scored, the top students will practice the game and the Coach will select the university's four-player Zain Africa Challenge Scholars Team.
3. Once the team is selected, the Liaison or Coach must complete the Qualifying Tournament Registration form. The deadline for this is 27 October. Registration for the National Qualifying Tournaments is limited and administered on a first-come, first-served basis
4. National Qualifying Tournaments will be held in all countries:

Country	Date & Location	Maximum of Teams	Tournament Format
Ghana	16 Nov. Accra	8	Double knockout tournament wherein each team competes until they have lost two matches. The top four teams from this tournament will advance to the International Championship Festival.
Kenya	12 Nov. Nairobi	16	Double knockout tournaments wherein each team competes until they have lost two matches. Each group of 8 teams or less will be a separate knockout tournament. The top four teams from this tournament will advance to the International Championship Festival.
Malawi	16 Nov. Lilongwe	5	Double knockout tournament wherein each team competes until they have lost two matches. The top three teams from this tournament will advance to the International Championship Festival.
Nigeria	19 Nov. Abuja	16	Double knockout tournaments wherein each team competes until they have lost two matches. Each group of 8 teams or less will be a separate knockout tournament. The top four teams from this tournament will advance to the International Championship Festival.
Sierra Leone	16 Nov. Freetown	2	Double knockout tournaments wherein teams representing the two universities compete until they have lost two matches. Both of the two universities will advance to the International Championship Festival.
Tanzania	12 Nov. Dar es Salaam	16	Double knockout tournaments wherein each team competes until they have lost two matches. Each group of 8 teams or less will be a separate knockout tournament. The top four teams from this tournament will advance to the International Championship Festival.
Uganda	12 Nov. Kampala	16	Double knockout tournaments wherein each team competes until they have lost two matches. Each group of 8 teams or less will be a separate knockout tournament. The top four teams from this tournament will advance to the International Championship Festival.
Zambia	16 Nov. Lusaka	6	Double knockout tournament wherein each team competes until they have lost two matches. The top three teams from this tournament will advance to the International Championship Festival.

National Qualifying Tournament

5. Zain Africa Challenge (ZAC) will pay for or reimburse each university for its cost to attend the National Qualifying Tournament. A Travel Expense Policy Document will be supplied to the ZAC Liaison and Coach.
6. Hotel rooms and any airline tickets, where required, will be paid directly by ZAC. University teams which travel by vehicle will be reimbursed for the pre-approved cost of the transport and meals en-route. Travel per diems are not paid; however meals during the National Qualifying Tournament will be furnished.

What is the International Championship Festival?

1. The International Championship Festival is the final tournament of the Zain Africa Challenge year. Thirty-two student teams from Ghana, Kenya, Malawi, Nigeria, Sierra Leone, Tanzania, Uganda and Zambia will attend. It will be held in Kampala, Uganda on 23 January - 2 February.
2. The 32 teams will compete in a 31 game knockout, with all games being recorded for TV broadcast throughout the 8 participating countries.
3. Teams compete for institutional grants for their universities and educational grants for themselves. The further the team progresses in the tournament, the larger the Zain grants they receive.
4. The Zain Africa Challenge International Championship Festival is a live event. The games are its centerpiece, but it also features welcoming activities, social and cultural events, guest speakers, celebrity performances and a gala championship awards banquet.
5. In addition to the teams, attendees include university officials, government and civic leaders and volunteers representing Zain and the community at large who assist in the competition and other events.

The International Championship Festival includes: games, social and cultural events, guests speakers, celebrity performances and gala banquets.



Coaching at the Tournaments

Before Games

As your team is getting situated and the game is about to start, it's your final chance to relax the players and get them focused on the match. Again, there are some different approaches:

- ❖ Remind them to have fun and relax
- ❖ Some teams will even play ball before each game
- ❖ Some teams huddle and talk or pray
- ❖ Teams rely on anything that gives them that little confidence boost, from petting the team mascot to giving a quiet pre-game prayer
- ❖ Coaches rarely give specific advice to players just before the game

Quick Tip

The Coach sets the tone for the team. Keep it positive and the players will reflect that in the game.

During Games

You will certainly be watching closely and cheering for your team. Here are some tips:

- ❖ Sit with the team alternate
 - You will both want to have someone to whom you can whisper
- ❖ Don't sit near the other Coach
 - During games, all your attention needs to be centered on your team
 - Players need to see that you are as focused on them as they are on the game
- ❖ Be quiet
 - Hearing cries of "Focus" or "Go for it" can confuse the presenter and can disrupt the game
 - In addition, your players may begin to pay attention to what you are saying and not to the questions
- ❖ Look positive
 - When the team earns points, clap and look pleased; they may look to you for approval
 - If the team is losing, seeing that you are still proud of them will help keep them from getting discouraged.

Code of Conduct

As a question and answer competition for universities, the Zain Africa Challenge programme endeavours to promote the advancement of academic achievement, sportsmanship, a respect for the dignity and worth of all individuals and a continuing desire for knowledge among

its participants. Thus, the programme seeks to provide a positive experience that will contribute to the advancement of student development. To this end, there are codes of conduct that all participants must abide by. Disregard for the codes of conduct may result in disqualification and expulsion from the tournament.

What to Wear

For the most part, the Zain Africa Challenge Tournaments are casual affairs. At the National Qualifying Tournaments, teams are encouraged to bring at least one team "uniform", like matching shirts (polo or tee) with the university emblem or name. Teams that look like a team tend to perform as a team. Never underestimate the effect of school pride in a heated match.

At the International Championship Festival, matching shirts will be provided to wear on the TV programme. However, business dress (jacket and tie) or traditional attire is expected for the Opening Dinner and Closing Awards Banquet.



www.ZainAfricaChallenge.com