

# Rules and Rounds of Aishwarya Shield Spelling Contest

Organised by Godavari Alumni Association (GAA)

[www.gaa.org.np](http://www.gaa.org.np)

The official dictionary will be the eighth edition of the Oxford Dictionary.

1. General Round
2. Meaning Round
3. Fastest Fingers Round
4. Jumble Round
5. Visual Round
6. Rapid Fire Round

## • GENERAL ROUND

1. This is an individual round.
2. The captain of the first team will be speller, the captain of second team will be the checker and the captain of the third team will be the double checker. The first word is given to the speller and s/he will have to spell it, the checker will have to check the speller and the double checker will have to check both the speller and the checker.
3. After the first speller spells his/her word, the former checker will now be the speller, the double checker will be the checker and a new member from another team will be the double checker.
4. This round ends when the captain of team A gets a chance to be the checker.
5. The speller has to complete his answer within forty-five seconds after the spelling master formally gives the word. The checker and the double checker will get 10 seconds to give their decision and an extra 25 seconds will be given if they decide to re-spell the word correctly. The timing will not be paused if any of the participants want the definition, part of speech or usage in a sentence.
6. The participant must open the spelling with a pronunciation followed by the spelling and finally close the word with pronunciation. No changes are permitted once the participants pronounce the word after spelling or once spelling master gives the decision.
7. The speller may ask for the definition, usage of the word, or part of speech but only once. The definition, usage or part of speech of the word will not be repeated for the checker and double checker if it has already been asked. The checker or double checker cannot ask for the spelling by the speller or checker more than once.
8. If the participants ask for the usage of the word in a sentence the answer will only be given if the sentence is given in the official dictionary of the Spelling contest.
9. The checker and the double checker shall give their decisions only after the speller closes the word or when the spelling master tells him/her to do so.
10. The participants must be loud, clear and distinct while giving the spellings. Any complaints stating what the participant had "actually said" will be discarded and the judge's decision will be final.
11. If the participant wants to change the spelling then s/he should start the spelling again formally opening the word. Any failure to do so will be considered an error.
12. If the speller fumbles while giving the spelling and repeats some of the alphabets unconsciously or otherwise, it will be considered a mistake.
13. In places where proper nouns are called in for an answer, the capital letters must be given.
14. Any wrong decision by the checker or the double checker will be considered as an error. If the speller spells a-a-r-d-v-a-r-k for aardvark and the checker says it was incorrect and spells it a-a-r-d-v-a-r-k, then the double checker has to say that the speller is correct and the checker is incorrect.
15. A point will be deducted for an incorrect answer.

- **MEANING ROUND**

1. It is an individual round
2. The speller, checker, double checker gets 30 seconds, 20 seconds and 10 seconds respectively.
3. Deduction will be made for an incorrect answer.
4. This round proceeds just like the general round with the checker and double checker having to give their verdict about the speller's answer.
5. The speller and the checker can ask for the meaning only once. However, the double checker cannot ask for the meaning again.

- **FASTEST FINGERS ROUND**

1. This is an individual round and each speller gets 30 seconds
2. The spelling master gives five words to each speller from five categories ( Countries/Isles, Music, Scientific equipments, Wildlife and Sports)
3. Each speller has to come forward and write down the answers on a white board in block letters.
4. The speller has to spell all the words he has attempted after he has finished writing down the words or after his/her time is up.

- **JUMBLE ROUND**

1. The seats will be rearranged and the teams will sit together. They can discuss among each other before writing the answer.
2. Each team will be given a word jumbled in random order the part of speech. The team has to figure out what the word is and then un-jumble the word. The team will begin the round only when the spelling master says so.
3. The time allotted is 2 minutes.
4. It is not a transferable round.
5. No joint handwriting will be accepted. Students should write in all-caps format.
6. One point will be awarded for each correct answer and no points will be deducted for a mistake.

- **VISUAL ROUND**

1. It is a team round
2. Visuals will be from sports, music and wildlife.
3. Each team gets one visual and the time limit is 25 seconds

- **SPELLATHON ROUND**

1. Each team will be allotted a time period of 1 minute. Any one of the team member has to spell as many words as possible within the allotted time period.
2. The round will be passed to the next team after the time limit is over.
3. Different words will be asked to the next team.
4. The meaning and the usage will not be provided.
5. Students have to close the word but opening the word is not mandatory.
6. A point will be awarded for the correct spelling and deducted for each error by the team.