2024 HARVARD CERTAMEN
# LOGISTICAL INFORMATION

1. Contact Information

Please email harvardcertamen@gmail.com with any questions leading up to the tournament. On the day of, you can text me (Dante) directly at (857) 272-5764.

2. Pre-tournament logistics

Team contacts will receive a personalized email regarding how many teams and buzzer machines you agreed to bring to the tournament. **Please let us know ASAP if anything changes about your plans, especially if you can no longer bring a buzzer.** (We generally have only a very small surplus of buzzer machines, so we need to be up to date on buzzer logistics.)

3. Arrival & Parking

The tournament will take place in **Sever Hall**, which is located in the middle of Harvard Yard. We will also use **Emerson Hall** for the opening remarks. You can access a map of Harvard Yard at **https://map.harvard.edu/**, or in the image below. The easiest way to find Sever is to locate Widener Library (a huge library and main tourist attraction). From the steps of Widener Library looking downward into the Tercentenary Theatre, Emerson and Sever Halls are located on your right.
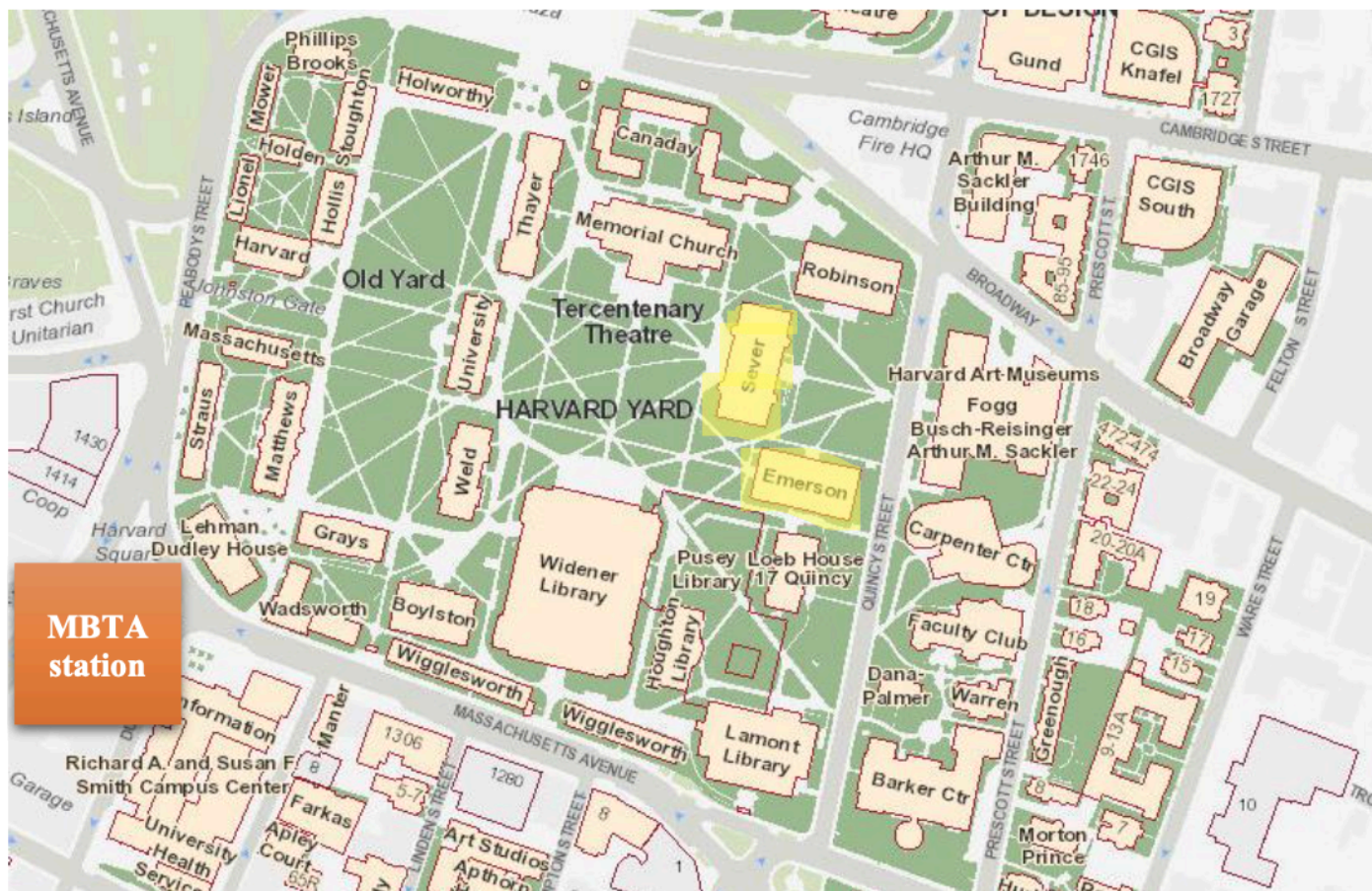
If you need parking, please email harvardcertamen@gmail.com with your license plate number, and we will book a spot and write back with directions for where to park. There are also parking meters (max 2 hours at a time) lined along Quincy St., which is right next to Sever Hall, and several other streets with meters nearby. The campus is also easily accessible via the Red Line, as shown on the map above.

When you arrive for the tournament, you and your players should check in at **the front entrance of Emerson Hall**. From there, you will receive further directions (specific rooms for rounds will also come by email).

4. Tournament Schedule
The expected schedule for the tournament is as follows.

9:00 – 10:00 AM: Check-in (teams and volunteers arrive any time during this block) — Emerson Hall
10:00 – 10:30 AM: Opening Remarks and Keynote Address — Emerson 105
10:40 – 11:30 AM: Round 1 (all levels concurrently) — Sever Hall
11:30 AM – 12:20 PM: Round 2 (all levels concurrently) — Sever Hall
12:20 – 1:10 PM: Round 3 (all levels concurrently) — Sever Hall
1:10 – 2:20 PM: Lunch — many locations in Harvard Square
2:20 – 3:10: Semifinal Rounds — Sever Hall
3:15 – 5:40 PM: Final Rounds (novice, then intermediate, then advanced) — Sever 113
5:40 – 6:00 PM: Awards Presentation & Closing Remarks — Sever 113

The keynote address will be given by **Professor Emily Greenwood**.

While we will make every effort to stay on schedule, changes are sometimes inevitable. These will be clearly communicated both by email and on the website. As a reminder, **the website can be found here**.

If you will arrive after 9:45 AM, please email beforehand or text me at (857) 272-5764 on the day of.

5. Score Updates & Brackets
We will post a bracket and standings sheet on the website on Friday afternoon, though the bracket is subject to change if teams drop out at the last minute. These will also be emailed, and at the tournament we will provide bit.ly links to access them quickly. We will not provide paper copies of the brackets. As normal, the top 9 teams in each level will make it to semifinals. Semifinals will be bracketed as follows:

     1 v 6 v 7
     2 v 5 v 8
     3 v 4 v 9

The winner of each semis match will make it to finals.
Note also that there may be some 2-team rounds in prelims. These will be read as full 20-question rounds.

6. Syllabus and Rules
The syllabus can be accessed on the website (linked above). On the next pages of this document, you will find rules for players during rounds, including our special rules about challenges, which are designed to prevent frivolous challenges and provide a clear basis for staff to make judgments.

2024 HARVARD CERTAMEN
RULES FOR PLAYERS

1. Structure of the Tournament

As normal, teams will play three 20-question preliminary rounds on a random draw. For more information about the distribution and types of questions, see the Syllabus. The top nine teams at each level will advance to Semis. The winners of each Semifinal round will advance to Finals.

2. Notes about the Rounds

Each round will begin with some pregame content, including a reminder about these rules before Round 1. There will also be a test question before the first round.

If a team has not arrived or communicated with the tournament directors by 10:50 AM, rounds will begin without them.

When a round is done, players will be allowed to leave the room, but they should refrain from entering their next room if the round is still ongoing there. Players should be quiet in the hallways to avoid disruptions and should especially be careful not to discuss the rounds until all rooms are done.

3. Alternate Players and Substitutions

Teams may have alternates, but no more than 6 members. Alternates may not substitute with active players mid-round, but teams may switch their roster between rounds. If necessary, we may ask alternates to leave their team and join a wildcard team.

4. Code of Conduct

It should go without saying that players are expected to conduct themselves with dignity and respect for other teams and the tournament staff. It should also go without saying that players should act honestly and in good faith. The tournament directors reserve the right to issue warnings to players or remove them from the tournament for violations of these rules.

5. Answering TUs and Boni (Timing and Consultation)

Players will have 5 seconds after being recognized to begin an answer for a toss-up. They may not consult with their teammates during this time.

For boni, teams will have **20 seconds to deliberate, or 30 seconds for translation questions**. While deliberating on boni, players may ask that the bonus or the toss-up be repeated, or that a particular word be spelled. Because the tournament is in person, boni will not be displayed textually. In Finals, however, the moderator *may* display the text of certain bonus questions on the Sever 113 screens and/or on paper.

While it may be convenient for teams, there is no need to designate a team captain. Any player can provide the final answer to a bonus by saying "Final Answer" or an equivalent. If no answer has been provided after 20 seconds, the moderator may construe anything that follows as a final answer, whether or not "Final Answer" is explicitly stated.

N.B.: What follows has been expanded for this tournament. Players, especially language players, are advised to read carefully.

6. Challenges

If the moderator is not sure whether to accept a player's answer, they will initially mark it as wrong with no further explanation, and give other teams a chance to answer. Players should **not** challenge until all teams have been given a chance to answer. Once all teams have been given a chance to answer, the moderator will deliberate and players will be allowed to defend their answers.

Challenges should ideally be lodged before boni have been read. This avoids the need to read replacement boni should the challenge go through.

In playoffs, we will attempt to resolve all challenges immediately rather than moving on to the next question. However, players may continue to lodge challenges on earlier questions until the conclusion of TU 19. **The tournament directors are open to revising an earlier judgment in the interval between TU 19 and TU 20, but only if <u>specific</u> new evidence is adduced by a player, audience member, or member of the moderating staff.** Reiterating an earlier challenge with language such as "Can you just check on that one more time?" will not be allowed.

The resolution of a challenge may involve points simply being transferred to another team, or it may involve a replacement question. If necessary, players may be called together at a separate time to play a replacement.

Players may **not** access sourcebooks mid-round to support a challenge. They may say something like "I'm pretty sure Conte says [x]," but it will be the responsibility of the tournament directors to verify this.

Our expectation is that challenges will be made in good faith. Protests should not be made to stall the round or to quibble with technicalities on a clearly wrong answer. If a question is flawed in a way that does not affect the gameplay in-round (e.g. a player gets a question on the first clue, then the second clue turns out to have an inaccuracy), feel free to point that out, but a replacement will **not** be read.

The following sections set forth more specific rules for what will be accepted, prompted, etc. Players should be aware of these before challenging.

7. Pronunciation/Spelling

Answers with very slight mispronunciations that are not easily discerned (e.g. "Timisetheus" for "Timesitheus") **will be accepted**. It is left to the moderator's discretion what counts as a "significant" change. The moderator reserves the right to ask players to spell their answer in ambiguous situations. Incorrect pronunciations that add or remove syllables (e.g. "Maximin**i**us" for "Maximinus"), permute the order of consonants (e.g. "Ma**rc**ianus" for "Macrianus"), change the answer to another relevant figure (e.g. "Eteoclus" for "Eteocles"), or otherwise notably distort the answer **will not be accepted**.

8. Misspeaking

In answers requiring only one word, players may correct themselves mid-word (e.g. "Eteoc— I mean Polynices"). They may also correct small errors right after they finish a word (e.g. "Maximinius — I mean Maximinus"). The exact definitions of "right after" and "small errors" will come down to mod discretion.

In answers requiring multiple words, such as sentence translations, players will also be allowed to correct small errors in single words right after they've finished speaking them (e.g. "**tum dēnique interficēre** — I mean **interficiēre** — **cum**..."). However, they may not correct beyond the immediately preceding word (e.g. "**arma virōsque canō** — I mean **virumque**"). This applies to the last word of a sentence as well. In longer sentences in Advanced playoffs, the moderator may choose to allow a correction beyond the preceding word.

9. Full Names (History/Lit)

It will be up to the writers what components of a tripartite name will be required. Effort will be made to follow the precedent of previous tournaments. In general, a **praenōmen** will not be required, unless a relevant figure from the same time period has the same **nōmen** and **cognōmen**. If one figure with a given name is *significantly* more famous than any others, especially in history questions, a distinguisher will not be required.

Examples:
1. What general was defeated at Carrhae?   (M. LICINIUS) CRASSUS
   (There is precedent for only requiring the **cognōmen**, and "Crassus" is always assumed to refer to him)
2. Who died alongside his father at Carrhae?   PUBLIUS (LICINIUS) CRASSUS
   (Players should be able to distinguish this more obscure individual from his more famous father)
3. What author wrote *Bellum Iugurthinum*?   (C.) SALLUST(IUS CRISPUS)
4. What friend of Cicero likely wrote *Empedoclea*?   GNAEUS SALLUSTIUS

Distinguishers like "the Elder" and "the Younger," or "Varro Reatinus/Atacinus" will **always** be required if they are generally known, and if both figures are sourced in Certamen. We recommend that Anglicized names be used only where conventional: Sallust for the historian, Sallustius for the poet-philosopher; Marc Antony for the triumvir, Marcus Antonius for the orator.

For monarchs, either a regnal number or a nickname will be required if several figures of that name are sourced (e.g. "MITHRIDATES {VI / EUPATOR}"), but will be optional if only one of them is sourced in a "Main" sourcebook (e.g. "ARISTOBULUS (II)"). If a person changed their name over the course of their life, any name will be accepted regardless of anachronisms.

9a. Shared Names
For a question asking "What name is shared between [x] and [y]," players should provide as much information as they would for a question on a single person, unless the question asks only for a specific part of the name.

Examples:
1. What name is shared between a consul killed by Aristonicus and a man who died alongside his father at Carrhae?
                                    PUBLIUS (LICINIUS) CRASSUS [PROMPT ON "CRASSUS"]
2. What **nōmen** is shared between a father and a son who died at Carrhae?   LICINIUS

3. What name is shared between two authors, one who died in Vesuvius's eruption, and one who wrote about it?
                        PLINY // (GAIUS) PLINIUS (SECUNDUS) [PROMPT ON "GAIUS" OR "SECUNDUS"]

10. Sourcebook Errors

If a player gives an answer that is correct according to a "Main" sourcebook, even if the sourcebook itself is wrong, they will not be punished. If a "Supplemental" sourcebook has an error that is correctly stated in a "Main" sourcebook, players will be expected to provide the correct answer. Clues within questions will always be stated correctly. **Players are encouraged to refer to the (incomplete) Sourcebook Errors List.**

Examples:
1. What late author wrote *Historia Alexandri Magni*?
            JULIUS VALERIUS POLEMIUS [ACCEPT "POLEMIO," BUT INFORM PLAYERS CONTE IS WRONG]
2. A work about what man was written by Julius Valerius Polemius?   ALEXANDER THE GREAT
3. What proconsul of 141 B.C., mistakenly called a consul by Cary and Scullard, was defeated by Viriathus?
                                    (Q. FABIUS MAXIMUS) SERVILIANUS

4. What consul of 91 B.C. opposed Livius Drusus?   (L.) MARCIUS PHILIPPUS
        (Though *Chronicle of the Roman Republic* has "Marcus Philippus," this will not be accepted)

11. Translations

<u>Latin->English</u>:

Unless a question says "Translate idiomatically," the following rules will apply:

1. Tense/voice of verbs, case/number of nouns, and other such attributes should be respected wherever it is possible to do so while maintaining logical English. In situations like passive periphrastics, where there is a strong precedent for changing the voice, such things will be allowed.

Not acceptable: "on our back" for "**in tergīs nostrīs**;" "all kinds of fruit" for "**pōma omnium generum**;" "I ran" for "**currō**" (unless the sentence contains secondary sequence clauses and is thus clearly historical present)

Acceptable: "I ought to have done this" for "**oportuit mē hoc facere**;" "I must go" for "**mihi eundum est**;" "a plan to kill him" for "**cōnsilium ēius interficiendī**" (because "a plan of killing him" is barely English)

2. Just because a meaning appears in a dictionary doesn't make it right. Translations must fit in context. If a usage for a word is cited from one or two minor/poetic authors, when the more common usage makes just as much or more sense in context, it will not be accepted. Metonymic/synecdochical translations, like "sword" for "**ferrum**," will be accepted if contextually appropriate. **N.B.:** Players should assume that the writers have provided enough context within the question for the sentence to be interpreted coherently.

Not acceptable: "I was preparing to tell of baking implements and violent wars" for "**arma violentaque bella parābam ēdere**;" "I will give the enemies the ease of fleeing" for "**hostibus facultātem fugiendī dabō**"

3. Translations that approach the sense while clearly showing fundamental confusion will not be accepted.

Not acceptable: "They flee from somewhere to somewhere" for "**aliunde aliō trānsfugiunt**." The desired answer is "... from one place to another." "Somewhere" gets reasonably close to the sense, but shows clear confusion with the similar-looking words **alicunde** ("from somewhere") and **aliquō** ("to somewhere").

For questions that **do** say "Translate idiomatically," Rule 1 will be significantly lightened. Translations that are good English and express the same shades of meaning as the Latin will be accepted. Players should be wary of gratuitous breaks from the literal grammar, though, and the moderator may prompt with "Can you render [x] more literally?"

Acceptable: "all kinds of fruit" for "**pōma omnium generum**;" "when they saw this, they fled" for "**hōc vīsō fūgērunt**"

<u>English->Latin</u>:

Similar rules apply (vocabulary should be contextually appropriate, and grammar should be literal wherever possible, unless the question specifies "idiomatic").

The expectation should be to use "standard" grammar (e.g. if you say "**ut celerius**" for "**quō celerius**" in a purpose clause, this will not be accepted, even if after the round you produce a few examples).

Occasionally a question will ask for "the best classical Latin." This means that only the single most common grammatical construction will be accepted (e.g. if a question asks you to say "we must hurry" with **opus est**, only "**properātō nōbīs opus est**" will be taken, not "**properāre**" or "**properātū**").

Provided your word order is not objectively incorrect, you will **not** be penalized for awkward word order.

11a. "Historical Present," "Superlative of Eminence," "But That's the Archaic Form," Etc.

Players will be allowed to specify **during** their answer if they have chosen to break one of these rules in accordance with a usage described in a grammar book. They must do this unprompted, and may not challenge after the fact.

Acceptable: [In some circumstances the moderator may prompt "So can you give a literal translation?"]

TU: Translate "fortissimus es!"

Player response: "You are brave," but I deliberately translated the superlative as positive because Latin uses the superlative in complimentary references so much more than English that it becomes nearly meaningless and can be translated with a simple positive.

Not acceptable:

TU: Translate "fortissimus es!"

Player response: "You are brave!"

Moderator: Sorry, that's not correct, we needed "You are very brave!"

Player: But A&G §291 Note says………

11b. Command questions

If a command question asks players to speak a particular phrase (e.g. **dīc Anglicē tē interfectum īrī**) more leniency will be employed (e.g. a player saying "I'm about to die!" would be acceptable). However, answers should still show understanding of the Latin. For instance, if a question asks "**dīc Anglicē tē sequēns imperātum facere nōn posse**," where the expected quote is "I cannot perform/do the following command," an answer of "I cannot follow what you command me to do" would not be accepted, as it shows a clear misunderstanding of the grammatical functions of **sequēns** and **facere**.

12. Prompts, Directed Prompts, and Anti-Prompts

If an answer is incomplete or too vague, the moderator will prompt. At the moderator's discretion they can also prompt a second time. A prompt of "Which part of that is your answer?" can be issued if a player provides irrelevant but correct information.

Examples:

1. **TU:** What two Latin words are at the root of "coverlet"? — **Player: operiō** — **Mod:** Prompt

2. **TU:** What Latin verb is at the root of "coverlet"? — **Player: operiō** and **lectus** — **Mod:** Incorrect

3. **TU:** Differentiate between **nex** and **nux**. — **Player: nex** slaughter, **nux** nut, and **nox** night. — **Mod:** Which part of that is your answer?

If a simple prompt may not be enough to get a player to the correct answer, even if they know the material, a mod may give a "directed prompt." This will not be done at the discretion of individual moderators, but only in circumstances where the question writer has explicitly indicated this possibility.

Example:

TU: What was Cadmus's punishment for killing the dragon? — **Player:** Serving Ares. — **Mod:** For how long?

Sometimes, an answer may be acceptable or promptable until a certain point in the question. This is especially true in questions that ask about a deity. In questions that do not specify a source at the start, we will accept either Greek or Roman names until the question disambiguates which culture it is using.

Examples:

1. Who killed Publius Crassus and called himself Eumenes III?

ARISTONICUS [ACCEPT "EUMENES III" UP TO "HIMSELF"]

2. What deity was mistreated by his mother Hera?

HEPHAESTUS [ACCEPT "VULCAN" BEFORE "HERA"]

If an answer is too specific given the question as a whole, but correct for <u>everything</u> that has been heard so far, a player will be prompted for less specificity (an "anti-prompt"). This applies only to answers where a player gives a subset of a group, not answers that are completely off the mark. In some cases, to avoid punishing people for correct knowledge, this will be extended in cases where the question word is delayed.

Examples:

1. What genre is exemplified by the works of Ephorus and Thucydides?
   HISTORY [ANTI-PROMPT ON "UNIVERSAL HISTORY" BEFORE "THUCYDIDES"]

2. What genre is exemplified by the works of Procopius, Ephorus, and Thucydides?
   HISTORY [DO NOT ACCEPT "UNIVERSAL HISTORY"]

3. Sostrata in the *Hecyra* and Menedemus in the *Heautontimorumenos* are characters invented by what author?
   TERENCE [ANTI-PROMPT ON "TERENCE'S *HECYRA*" BEFORE "*HECYRA*"]

An answer that, as given, is both complete and incorrect will not be prompted, even if it is technically possible to add further words to the answer to wrangle it into correctly answering the question.

Examples:

1. **TU:** Who defeated the Goths at Naissus? — **Player:** The second emperor.

2. **TU: Quō cāsū est "rēgem"? — Player: Accūsātīvus.**

Upon being prompted, a player *could* technically expand their answers to "The second emperor with the name Claudius" and "**Accūsātīvus cāsus in hōc verbō appāret.**" In both cases, however, no prompt will be given, since the original answers fail to give any hint that the player is on the right track or intends to complete their answer.

N.B.: For boni, if a moderator is uncertain whether to reject, prompt, or accept an answer, they will prompt. If a player gives incorrect information when prompted, and it is later determined that their original answer should've been accepted, the player will not be penalized for that information and will gain the points. Conversely, if a player gives correct information when prompted, but it was later determined that their initial answer should have been rejected entirely, they will lose the points.

If a moderator accepts or rejects an answer that should have received a prompt, then reads the correct answer or moves on with the round, a replacement will be read for all teams.

13. Tiebreakers

A tie to make it to semifinals (i.e. between 9th and 10th seed) will be broken by a 5-question tiebreaker **with boni**. There will be two language questions, one myth, one history, and one literature, all Roman-themed. Difficulty will be somewhere between Prelims and Semifinals. A tie for semifinals seeding will be broken by a 5-question tiebreaker **without boni**. A tie between the third and fourth seeds will not be broken, since they will play in the same room.

A tie to make it to Finals, or to determine placing after Finals, will also be broken by a 5-question tiebreaker **with boni**. If there is a tie in a tiebreaker, the moderator will read a single toss-up selected at random.

14. Players with Disabilities

If a player has a disability that may affect their ability to play the tournament, the player must notify the tournament directors before the first round.

15. Changes and Updates to These Guidelines

We reserve the right to amend or change these guidelines during the tournament. Competitors will be informed of such changes by email.