

HOW TO RUN YOUR OWN HELLENIC HISTORY TOURNAMENT

A GUIDE TO AHEPA DISTRICTS

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1. Introduction

The Hellenic History Tournament is a competition for high school students who want to learn about the millennia-long history of the Hellenes (Greek speakers).

According to Joe Keane, Chairman of AHEPA's Hellenic Cultural Commission, "the Hellenic History Tournament is the best use of our chapters' education dollars". With HHT, it costs a chapter about \$100-\$150 to educate a student in Hellenic history. This is compared to \$1,000 for a typical college scholarship, as a result of which the student is not obligated to learn anything about that subject.

All HHT participants are winners because they all develop a sense of the historical time line and they all learn the history of our heritage and our ancestors' contributions to world civilization. In addition, the members of the first and second place teams each win \$1,000 and \$500 dollars respectively. It costs each chapter about \$300-\$400 to sponsor a team of three students, which covers the prizes, a luncheon, and refreshments.

Why should a District decide to run its own Hellenic History Tournament? Here are some potential motivators:

- Execute on our primary mission of promoting Hellenism
 - Ensure our youth learn about their fascinating heritage
 - Demonstrate AHEPA's leadership in this area
- Involve young Hellenes into the AHEPA Family
 - Simple awareness and positive associations
 - New chapters of SoP (e.g. Bridgeport, CT) and/or MoA
- Cultivate Philhellenes from an early age
 - Typically, 15%-20% of the students do not come from a Hellenic heritage home
 - Good way to reach out to and educate the greater community
- Increase membership by signing up non-member parents into AHEPA Family chapters
- Generate enthusiasm about AHEPA in local communities

2. Overview

Generic Annual schedule

Mid-February	Announcement
Mid-June	Registration deadline
Mid November	Competition day

The annual tournament is initiated in mid-February at a district-wide meeting at which the district chapters commit to participate. The chapters then publicize the tournament within their communities and settle on the teams they will sponsor. Interested students form their own 3-member teams and invent their team names. After they contact their local AHEPA chapter and receive confirmation that the chapter will sponsor them, they each fill out their personal registration form and mail it, along with a \$25 registration fee, to the tournament chairman by the registration deadline, which is in mid-June. In return, each contestant receives a copy of “Hellenika, Heritage and History” by T. Peter Limber, the book used as a basis for most of the competition questions. If a student does not require a copy of the book, the registration fee is only \$10. Contestants have the summer to study the book, unencumbered by school homework.

The tournament takes place during a single Saturday in the fall, preferably mid-November. All contestants who physically make it to the tournament receive a certificate of participation. After that, the teams compete in consecutive rounds of simultaneous matches until the winning team is determined.

The AHEPA chapter that sponsors the first place team receives the Hellenic History Trophy cup and keeps it for a year.

3. Roles

The tournament is officially run by the Hellenic History Tournament Committee whose members are the participating chapter presidents of the District. The chairman of the Committee must be appointed by the District Governor. The Chairman has the overall responsibility for the success of the tournament. He needs to be the glue that binds the various tournament aspects together and ensures their smooth functioning. More specifically, he needs to:

1. Construct a budget and get the chapters’ agreement
2. Secure an acceptable venue for the tournament
3. Fix the dates for the registration deadline and the tournament day
4. Construct and distribute a registration form for prospective students and collect the completed forms
5. Find ways to get more chapters to sponsor more teams
6. Ensure the students receive their books (send instructions to GreeceInPrint.com)
7. Communicate with the students and their parents via email or phone. Examples of needed communications: Clarifying or completing missing data on registration form, reminding students of the tournament date and venue, sending last minute information related to the weather forecast, etc.
8. Recruit and train volunteers to perform the tasks needed to run the tournament
9. Resolve any issues that come up during a match between teams.
10. Formally report the financial results of the venture to a gathering of chapter representatives.

The tournament is run by interested volunteers who may or may not be members of the AHEPA Family. Here are the roles that need to be performed:

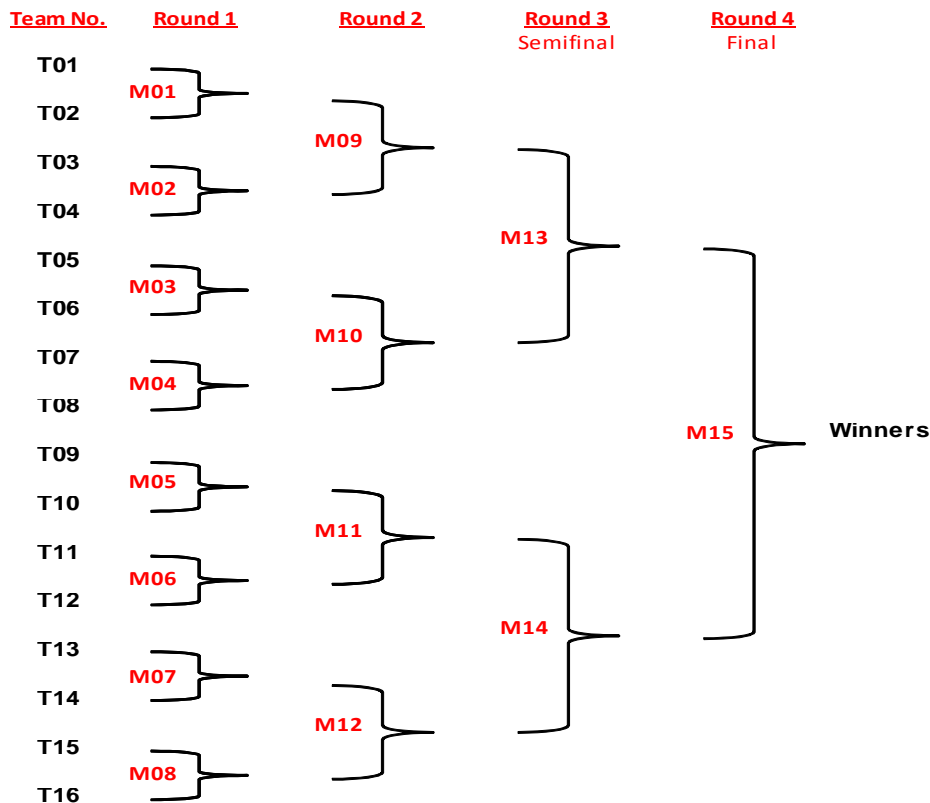
1. **Publicity Coordinator:** There are three aspects to publicity. First, the recruitment of student teams depends to some degree on community and student awareness. Second, the media must be informed with press releases both before and after the tournament; and monitored to see if/what they publish. Third, the photographer and videographer must be given guidance on what to capture on video, and their work product must be utilized effectively to improve publicity for future tournaments.

2. **Questions Provider:** The questions and answers used in the matches need to be generated based on the Hellenika book by someone who can claim some expertise on the subject of Hellenic history or at least some academic qualifications. He or she will then turn over the generated questions and answers to the IT Support person who will incorporate them into the computer program that runs the matches (Match Guide). Obviously, this material is very confidential and should not be entrusted to anyone other than these two people. Creating the needed set of questions/answers for a tournament is very time consuming and all care must be taken to give the Provider adequate time (months) to complete them by a couple of weeks before the tournament date. They should be guarded with care to avoid making them available for students of future tournaments.
3. **Chaperone:** AHEPAns are not necessarily familiar with the high school students in their community. If they are not, they are strongly advised to cultivate relationships with GOYA advisors, Greek school teachers and staff, and other members of the community that are much closer to the students. This is VERY important. Chapters that have not followed this path have not had as much success in fielding teams consistently through the years. These chaperones should care enough to accompany the students they recruited and their parents to the tournament venue.
4. **Welcome Committee:** The venue must be prepared and manned by local people who are familiar with it. They are responsible for setting up the classrooms, manning the entrance, giving incoming students their name tag and instruction packet, ensuring the public address system works, and ordering and serving the morning coffee, lunch and refreshments.
5. **IT Support:** This role may require more than one person, depending on his/her skills. There are several broad areas of responsibility: a) prepare the Match Guides for as many rounds as necessary by inserting the questions and answers into the Excel workbook; b) secure the right number of laptops and computer projectors needed for tournament day, setting them up in the morning before the students arrive, and dismantling them at the end of the day, making sure no copy of the Match Guide is left on any loaned laptop; c) provide the Scorekeepers with a hardcopy of the questions for each match so they can quickly write down a back up version of the proceedings to be used in case the computer fails or there are issues that require a sequence of events other than that built into the computer; and d) feed the results of each round into a computer and determine the competing teams for each match in the following round. The Match Guide was developed as an MS Excel workbook and will be available free of charge to any district that asks for it.
6. **Moderator:** Each match is run by an Excel workbook which needs a human being to interact with it by reading the questions to the competing teams and entering the answers. That human is called a Moderator. The most important skill of a moderator is the ability to interact with a computer by using a mouse. Other skills include the ability to concentrate so that the mouse and keyboard actions reflect the students' choices (no errors), some familiarity with Greek history and Greek names (pronunciation), and the ability to stick to the script and not offer extemporaneous remarks (which may lead to unfairness issues). High school teachers make excellent moderators. Our star moderator for three years running has been Ms. Nina Barclay, the Latin teacher at Norwich Free Academy.
7. **Scorekeeper:** The moderator is backed up manually by a Scorekeeper, whose job it is to write down each question asked, the team involved, the corresponding answer and the associated score. The scorekeeper should also keep an eye on the audience during the match to make sure that they don't communicate the answers to the competing teams. Finally, it is the job of the scorekeeper to bring the hardcopy answer sheet with the score to the IT support person feeding the results into the computer.
8. **Photographer:** Tournament day needs to be captured in photographs to be distributed to the media as part of a post-event press release. Making the photos available on the internet for the perusal of students, parents, volunteers and chapters helps keep the level of interest high for the next tournament.
9. **Videographer:** This position should be filled by a volunteer, but in the last three years we have been unable to find a volunteer, so we have traditionally hired a videographer to capture and condense the event into a 7 minute promotional video to be used in recruiting chapters and teams in the next tournament.

4. Tournament Mechanics

The only time the teams meet and compete is on a single Saturday in the fall. November is best in order to avoid conflicts with high school sports tournaments or with SAT tests. The day starts at 9:00 am with the members of the Welcome Committee opening the doors and preparing the coffee and donuts for the day. At 10:00 am there is a training session for the moderators and scorekeepers. Simultaneously, as the laptop computers and projectors are brought in, the IT Support person (or persons) makes sure they are properly connected and started up in all the classrooms being used for matches.

The tournament proper starts at 11:30 am with a lunch of pizza and salad for all students and guests. The late start time allows students living as far away as 3 hours by car from the tournament venue to get there on time without having to wake up too early. At 12:00 noon, the students are called to the main stage where they are presented with a certificate of participation. The short presentation that follows instructing the students where and when the matches will be held is the official start of the tournament. The competition starts at 12:30 pm. Matches occur simultaneously in groups called rounds. To minimize the number of questions necessary for the whole tournament, all matches in the same round use the same set of questions. A round takes about 45 minutes, so, as an example, you need to plan 3 hours for 4 rounds. An ideal tournament of 16 teams would have the following bracket structure:



Teams are denoted as T01, T02, etc. Matches are shown as M01, M02, etc. Notice that the number of matches is equal to the number of teams minus 1.

If the number of teams is not an integer power of 2, the first round pits half the teams against the other half. Then, in the next round, the winners play among themselves, and so on... If at any round the number of remaining

teams is greater than the available bracket slots, the team with the highest cumulative score up to that point is given a “bye” and is automatically promoted to the next round.

The “sudden death” or “single elimination” nature of the tournament relates the necessary number of rounds (and questions, and rooms) to successive powers of 2. Also, since sponsorship fees are the main source of funding for the \$4,500 prize money, the sponsorship fee per team is inversely proportional to the number of teams. These relationships are briefly summarized in the following table:

Teams	Rounds	Questions	Hours	Rooms	Sponsorship Fee/Team
2	1	32	0.75	1	2250
3-4	2	64	1.5	1-2	1500-1125
5-8	3	96	2.25	2-4	900-563
9-16	4	128	3	4-8	500-281
17-32	5	160	3.75	8-16	265-141
33-64	6	192	4.5	16-32	136-70

Unless you can use a school, facilities with more than 16 rooms are very difficult to find. This eliminates tournaments with more than 32 teams. On the other hand, chapters cannot easily commit fees totaling \$600 to sponsor a team (\$100 participation fee + \$500 sponsorship fee). So, the practical range of the number of teams is 9-32, and more narrowly, 16-20. This is why a district is needed to run the tournament, as opposed to a single chapter or a small group of chapters, and also, why the Yankee District 7 requires a minimum of 10 teams before the tournament can proceed.

5. Match Details

A match pits two teams against each other. To run a match, you will need the following:

1. A sound proof room large enough for at least 20 people equipped with chairs and a desk
2. A laptop computer capable of running MS Excel 2007 or higher
3. 32 questions with 4 possible answers each, of which only one is correct (8 ancient, 8 Roman/Byzantine, 8 Ottoman/Modern, and 8 more Modern as reserves for tie breaking)
4. The special HHT MS Excel macro that runs the match, preloaded with the 32 questions
5. An LCD or DLP projector connected to the computer, and
6. A projection screen or a blank wall
7. A moderator familiar with computer use
8. A scorekeeper to keep a manual record of the score as backup to the computer

During a match, a team selects one of three historical periods: Ancient, Roman/Byzantine (“Middle”), or Ottoman/Modern (“Modern”). Once the period is selected, a question from that period and four multiple choice answers are projected onto a screen from the computer monitor via a projector. Questions are read and answers recorded by the moderator and scorekeeper during the match. There is no penalty for incorrect answers, except that the opposing team can then select from the remaining three answers. The computer keeps a running log of the teams’ scores. The visual projection of questions, answers and scores simulates an exciting TV quiz show environment and keeps the audience aware and involved. The team that answers most of the 24 questions correctly is the winner of the match. If the two teams are tied at the end of the available questions, the computer automatically presents them with two additional questions at a time, until the tie is broken.

A team that wins a match during a round goes on to another match in the next round against another winning team. A team competes in successive matches until it loses a match, at which time it drops out of the tournament. This process of elimination culminates in a final match between the two remaining teams. At the end of the final match, the three members of the winning team are awarded a \$1,000 prize and a Hellenic History Trophy each. The three second place winners receive \$500 each.

The AHEPA chapter that sponsors the first place team receives the Hellenic History Trophy cup, gets to inscribe the chapter number and name on it, and keeps the cup for a year, until it has to turn it over to the chapter that sponsors the following year's winners.

6. Financials

There are three kinds of fees that serve as revenue sources:

1. **Registration Fee:** this is a fee per student and is paid for by each student and serves as a token of their commitment to participate. It is sent in with the registration form. If the student requires a Hellenika book, the fee is \$25, otherwise it's only \$10. Any net proceeds from this fee go to subsidize the prizes.
2. **Participation Fee:** this is a fee per chapter and is paid by ALL the chapters in the sponsoring district, regardless of the number of teams they sponsor, plus all the chapters from outside the district that sponsor at least one team. It is a flat \$100 fee meant to support, for the most part, the non-prize expenses of the tournament, such as mailing, copying, lunch, refreshments, videographer, etc). Any net proceeds from this fee go to subsidize the prizes.
3. **Sponsorship Fee:** this is a fee per team and is paid by the chapters that sponsor at least one team. It goes to pay for the \$4,500 in prizes less any subsidies from the registration and participation fees. Since the total prize amount is fixed at \$4,500 but the number of participating teams varies, the fee per participating team is not known precisely until all the teams have registered. In an ideal situation of 16 participating teams and book and general expenses equal to the registration and participation fees collected (i.e. no subsidies for the prize money), the sponsorship fee would be $\$4,500 / 16 = \281 per team.

In that same ideal situation of 16 participating teams, if a chapter sponsors one team, the total cost to the chapter would be \$100 participation fee + \$281 sponsorship fee = \$381. This is the basis for the \$300-\$400 figure quoted earlier.

Sponsorship means the chapter is willing to pay the \$100 participation fee plus a team sponsorship fee that depends on the total number of teams participating. Any group of interested adults other than an AHEPA chapter, such as a Greek Orthodox community without an AHEPA chapter, or even an ad hoc group of parents, can sponsor a team if they agree to pay the two fees.

In the sample budget shown below, the book expense vs. registration fee revenue represents the experience of Yankee District #7 after a couple of years of actual tournaments. Since many participants came from families that had received the Hellenika book before, the average revenue per registration was \$14 (i.e. most paid \$10 and not \$25) and the average book expense per participant was \$7 (i.e. many participants did not ask for a book). Another reason for the low average book expense is that the vendor (GreeceInPrint.com) has a volume discount program that spans years. For a District doing this for the first time, the average revenue per registration will be \$25 and

the average book expense per registrant will be close to \$25 as well. A way to save on book shipping expenses is to ship all books going to a specific chapter together to the chapter Chaperone and have him/her distribute the books to the students in person.

Sample Budget

Assume 15 chapters participate		Variable Per	Variable @	
Item	Fixed	Student	48 Students	Total

Expense

Books incl. Mailing	\$0	-\$7	-\$336	-\$336
Prize Money Subsidy	\$0	-\$7	-\$336	-\$336
Prizes	-\$4,500	\$0	\$0	-\$4,500
Registration Subsidy	\$0	\$7	\$336	\$336
Participation Subsidy	\$397	\$0	\$0	\$397
Prize Money Subsidy	-\$397	\$0	\$0	-\$397
Video	-\$400	\$0	\$0	-\$400
Copies	\$0	-\$3	-\$144	-\$144
Lunch, etc	\$0	-\$8	-\$384	-\$384
Trophies	-\$100	\$0	\$0	-\$100
Other	-\$75	\$0	\$0	-\$75
Total Expense	-\$5,075	-\$18	-\$864	-\$5,939

As Function of Total Number of Teams/Students

10	12	14	16	18	20	22
30	36	42	48	54	60	66

-\$210	-\$252	-\$294	-\$336	-\$378	-\$420	-\$462
-\$210	-\$252	-\$294	-\$336	-\$378	-\$420	-\$462
-\$4,500	-\$4,500	-\$4,500	-\$4,500	-\$4,500	-\$4,500	-\$4,500
\$210	\$252	\$294	\$336	\$378	\$420	\$462
\$595	\$529	\$463	\$397	\$331	\$265	\$199
-\$595	-\$529	-\$463	-\$397	-\$331	-\$265	-\$199
-\$400	-\$400	-\$400	-\$400	-\$400	-\$400	-\$400
-\$90	-\$108	-\$126	-\$144	-\$162	-\$180	-\$198
-\$240	-\$288	-\$336	-\$384	-\$432	-\$480	-\$528
-\$100	-\$100	-\$100	-\$100	-\$100	-\$100	-\$100
-\$75	-\$75	-\$75	-\$75	-\$75	-\$75	-\$75
-\$5,615	-\$5,723	-\$5,831	-\$5,939	-\$6,047	-\$6,155	-\$6,263

Income

Registration Fees*	\$0	\$14	\$672	\$672
Sponsorship Fees	\$4,103	-\$7	-\$336	\$3,767
Participation Fees	\$972	\$11	\$528	\$1,500
Total Chapter Fees	\$5,075	\$4	\$192	\$5,267
Total Income	\$5,075	\$18	\$864	\$5,939

\$420	\$504	\$588	\$672	\$756	\$840	\$924
\$3,695	\$3,719	\$3,743	\$3,767	\$3,791	\$3,815	\$3,839
\$1,500	\$1,500	\$1,500	\$1,500	\$1,500	\$1,500	\$1,500
\$5,195	\$5,219	\$5,243	\$5,267	\$5,291	\$5,315	\$5,339
\$5,615	\$5,723	\$5,831	\$5,939	\$6,047	\$6,155	\$6,263

* w/ book \$25, w/o book \$10, avg \$14

As Function of Total Number of Teams/Students

10	12	14	16	18	20	22
30	36	42	48	54	60	66

Chapter Fees	
Participation/Chapter	
Sponsorship/Team	

\$100	\$100	\$100	\$100	\$100	\$100	\$100
\$370	\$310	\$267	\$235	\$211	\$191	\$175

Teams	Individual Chapter Examples						
0	\$100	\$100	\$100	\$100	\$100	\$100	\$100
1	\$470	\$410	\$367	\$335	\$311	\$291	\$275
2	\$839	\$720	\$635	\$571	\$521	\$482	\$449
3	\$1,209	\$1,030	\$902	\$806	\$732	\$672	\$624

7. Help Available

You can find sample registration forms, official rules, articles and videos of previous tournaments at <http://www.ahepad7.org/> (in the Hellenic History section)

The author is willing to go to great lengths to help other districts stage their own tournaments because he shares the vision of Joe Keane and John Grossomanides, who said:

“Those of us who were fortunate enough to have attended the event and seen how beautifully it brought our young people together are now charged with the desire to convince others that this is something that must be done throughout the AHEPA domain.

Brother Nikas has provided us with this Hellenic History Tournament template. Now we all must ‘Go forth and do likewise’.”

*Joe Keane
Chairman, AHEPA Hellenic Cultural Commission
Ex-Chairman, AHEPA Educational Foundation*

“We think it’s something special.

We are going to keep making this thing grow. We hope it becomes a national program: you win the regionals, you go to the nationals, and you become the champion of the whole country.

This is just the beginning, with bigger things to come”

*Dr. John Grossomanides
Supreme President, AHEPA*

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