



JAPAN AMERICA  
SOCIETY OF COLORADO

コロラド日米協会

*With valuable support from*  
**Colorado Japanese Language Education Association**

*Presents*

# Japan Cup

**Saturday, April 18, 2026**

*At the campus of*

**Front Range Community College**

3645 W. 112<sup>th</sup> Ave, Westminster, CO 80031

# 2026 JASC Japan Cup Guidelines

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## I. Japan America Society of Colorado (JASC) Japan Cup Information

Since 2008, JASC has been hosting its Japan Cup competition. Prior to that, JASC participated in Japan Bowl, which was originally developed by the Japan-America Society of Washington DC, Inc., to encourage the study of Japanese and to test the Japanese language and cultural knowledge of American high school students. Teams of students compete to answer questions on Japanese language and culture. This is the JASC Japan Cup Study Guide for competition content posed to students at each level of language proficiency.

The goal of the JASC Japan Cup is to offer all interested middle schools, high schools and colleges in the Rocky Mountain Region (Colorado, Utah, New Mexico, and Wyoming) an opportunity for a fun-filled experience testing Japanese language and cultural knowledge—independently of the JAS of Washington, D.C. Japan Bowl. Cultural demonstrations and experiences are also provided as appropriate throughout the day for all participating students.

For questions, please e-mail Claudine Locascio, JASC Executive Director, at [info@jascolorado.org](mailto:info@jascolorado.org).

## II. Application & Rules

Each competing team member and alternate must be registered online by a teacher or chaperone and submit a signed JASC Japan Cup Consent Form along with the required fee of \$15 per student. All team registration and fees should be submitted together by the supervising teacher or chaperone of that team. Chaperones must be over 18. All forms, fee payment pages, and associated deadlines are accessible via the JASC webpage dedicated to Japan Cup under the programs drop-down.

JASC must receive the following items by the deadline below:

- 1) Team application form (online form through JASC website) by **March 14, 2026**
- 2) Application fee for the total participating students (online or by check in one payment) by **April 4, 2026**
- 3) Signed student /parental digital consent forms via JotForm by **April 4, 2026**

**\*\*On the day of the event, competing students will receive a schedule, which includes all information necessary for the competition, a t-shirt, and a goodie bag.**

### 2.1 Eligibility for Students

High school students who are currently enrolled in Levels 1, 2, 3, or 4 of Japanese language classes and college students in their first or second year of study are eligible to participate. As of 2011, we allow middle school students who are at the same level as high school level students to participate. Previously, college students were only allowed to compete in Level 4, but as of 2022, we allow college students taking 100-level Japanese to compete in Level 3 at Japan Cup, provided they have no prior experience competing in Japan Cup and have no formal Japanese language education prior to their 100-level college classes. There is no limit on the number of teams a school may enter. See the description of the different levels and the Study Guide to determine at which level each team should compete.

### Level 1

- Middle school students in the 1<sup>st</sup> or 2<sup>nd</sup> year of Japanese language study (2<sup>nd</sup> year recommended to avoid overlap and confusion in future years)
- High school students in the 1<sup>st</sup> year of Japanese language study

### Level 2

- Middle school students in the 3<sup>rd</sup> year of Japanese language study
- High school students in the 2<sup>nd</sup> year of Japanese language study

### Level 3

- High school students in the 3<sup>rd</sup> year of Japanese language study
- College students currently taking 100 level Japanese language courses and who have NOT previously competed in Japan Cup and who have NOT had any previous formal Japanese language education prior to their 100 level classes.

### Level 4

- High school students in the 4<sup>th</sup> year of AP level of Japanese language study
- College students in the 200 level of Japanese language study

### To make the competition as fair as possible, participants must comply with the following rules:

- **Repeating a level from a past competition is not permitted.**
- Students may not compete at a level lower than their actual level.
- Students who compete at a higher level will be ineligible to compete next year.
- Students who are native speakers of Japanese, use Japanese at home, have had substantial exposure to Japanese outside of the middle school, high school, or second year college curriculum, or have spent a combined total of 90 days or more in Japan are not eligible to compete.

## 2.2 Eligibility for Teachers

In order to submit teams to participate in Japan Cup, **teachers are strongly encouraged to be a member of either JASC or the Colorado Japanese Language Education Association (CJLEA) as a show of support for the efforts put into planning this event.** Annual membership of JASC is \$45 for educators; enrolling in CJLEA costs \$16 per year. Further information for JASC membership can be found at [www.jascolorado.org](http://www.jascolorado.org) or by calling 303-592-5364; CJLEA information can be found at <http://cjlea.weebly.com>.

## 2.3 Team Requirements

- A team must have a minimum of 2 members and a maximum of 3 members. (Teams of 1 are not permitted.)
- While all teams are encouraged to have an alternate, teams of 2 must have an alternate to avoid last-minute team cancellations.
- Alternates must be registered alongside other team members and submit their Consent Form by the deadlines set forth. The alternate's application **must be submitted beforehand** to be eligible to replace a team member as an alternate.
- Any team that advances to the final round *must* be comprised of the original team members that competed in the earlier round.
- Teams should remain in the vicinity during the entire JASC Japan Cup event and must be at the competition location fifteen minutes before competition begins. Late teams risk forfeiting their

position. Final Rounds sometimes move faster than anticipated – please do not depart and risk missing your competition.

## 2.4 Observers

No *observers* are allowed in the rooms for the Preliminary rounds for any level. Once the competition begins participants must remain in the room for each level until dismissed or given further instructions. Final Rounds will be open for observation by coaches/ teachers/families and friends.

***Note-taking and any type of recording (written, video, sound, etc.) is not allowed during the competition. All questions for the moderator should wait until after the competition has completed.***

## 2.5 Prohibited Recording Devices

Recording devices are not permitted during the competition. Cameras are allowed, but audio or video recorders if any kind are not permitted unless approved beforehand by the Japan America Society of Colorado.

## 2.6 Grounds for Disqualification

A student and his/her team may be disqualified for the following reasons:

- Improper application information or deliberate misrepresentation
- Competing at the wrong level
- Leaving the competition site
- Offensive language
- Challenging or showing a lack of respect towards the moderators, judges, volunteers, or other participants. Judges and moderators will be informed of the range of possible correct answers; therefore, Judge and moderator decisions are final.

## 2.7 Recommended Attire

- Business Casual is requested.
- Jeans are permitted except for those with distressed designs, rips, or holes. Must be combined with a professional top.
- Dresses and skirts should be long enough to reach below the knees
- Avoid athletic attire, miniskirts, bare midriffs, shorts, or flip-flops.
- Please respect the competition.

# III. JASC JAPAN CUP FORMAT

## 3.1 Competition Format

The event day is broken up into 6 sections (registration, preliminary round, free time, conversation round, lunch, & final round).

- 1) Registration - All teams will check in at their designated time based on their competing level. Please see the Japan Cup Day Schedule below (also available on the Japan Cup webpage).
- 2) Preliminary Round – To begin shortly after each level’s respective registration is complete.

- 3) Free time - Allows students time to relax after the preliminary round to explore the cultural activities set up on the day of the event. Students are highly discouraged from leaving the premises as their team can be disqualified if late for the next round.
- 4) Conversation Round – A fun, no points, improv competition with its own rules based on students’ creativity. Separate prizes will be given for this category alone, sponsored by *Sumitomo Corporation of Americas*.
- 5) Lunch – Provided for students and teachers!
- 6) Finals – Teams will need to check the roster to determine if they have made it to the final round. Each level will compete at a time designated in the schedule below. Final Rounds will begin shortly after each level’s designated lunch period. Prizes and trophies will be awarded to the winning teams immediately upon the conclusion of each competition level. Participants and accompanying coaches/ chaperones at that level will then be dismissed.
- 7) The schedule below is subject to change; therefore, teams should remain prepared, stay vigilant, and carefully listen to announcements. Additionally, teams shouldn't leave the premises to ensure they don't miss any important updates.

## Japan Cup Day Schedule

	LEVEL 1 & 2	LEVEL 3 & 4
<b>Registration</b>	8:00 a.m. - 8:30 a.m.	9:00 a.m. - 9:30 a.m.
<b>Preliminary</b>	8:30 a.m. - 9:30 a.m.	9:30 a.m. - 10:30 a.m.
<b>Conversation</b>	9:30 a.m. - 10:40 a.m.	10:45 a.m. - 12:00 p.m.
<b>Lunch</b>	11:15 a.m. - 12:00 p.m.	12:15 p.m. - 1:15 p.m.
<b>Finals</b>	Level 1    12:15 p.m.	Level 3    1:45 p.m.
	Level 2    1:00 p.m.	Level 4    2:30 p.m.

**Winning teams will receive awards at the conclusion of each level's final round.  
Kindly remember to bring your own water bottle to minimize litter on the premises.**

### 3.2 Preliminary Competition

Preliminary Competition consists of four rounds: Pen Round, Culture Round, Bell Round, and returning for the second year, the Conversation Round. The Pen, Culture and Bell Round (together

referred to as the Preliminary Round) take place all together in one classroom. The Conversation Round takes place in a separate room once the Preliminary Round is complete. Descriptions of each are outlined further below.

The competing teams, moderator/ judge, assistant moderator/ timekeeper, and scorekeeper will gather in the competition rooms for Preliminary Rounds. *Sumitomo Corporation of Americas* representatives will serve as the judges for the Conversation Round.

After the Preliminary Competition, each team's scores will be assessed. If there is a tie that would result in four (4) or more teams occupying the top three positions, a tiebreaker round will be held among the teams involved. The winning team in the tiebreaker will move on to the Final Round of the competition.

For the Pen, Bell, and Culture Round questions, there will be a 20-second time limit for the answer. The 20-second period begins as soon as the moderator has completed reading the question the first time. The assistant moderator will give a ten (10) second warning. Answers must be clearly stated or written and presented before the limit is up. **Answers cannot be changed.**

When answering in Japanese, students should use the polite forms (です・ます) in complete sentences. Exceptions to this general rule will be explicitly stated or required by the context of the question or situation. Only completely understandable and correct answers will receive points.

### 3.3 Pen Round Questions

All teams have the opportunity to answer the same question in writing within 20 seconds. Certain questions may require answers to be written in Japanese or English. Points are awarded to team which provided correct answers.

Team members are permitted to consult with each other during the 20-second time limit. One designated team member will write the answer before the 20-second time period is up. When the assistant moderator announces the time is up, each team must immediately show their written answer. The written answer must be large enough for all judges and moderator to read. All teams providing correct answers will receive full points.

### 3.4 Culture Round Questions

The moderator will present the question. The first student to ring the bell will answer. Team members may not confer with each other before answering. Points for a correct answer are awarded to the student's team that gives the correct answer.

Any competing student may answer bell round questions. Students must ring the bell to signal their intent to answer. The first student to signal will be called upon by the assistant moderator to answer the question. After the bell is rung, the student must wait for the assistant moderator to call upon the student who first rang the bell. Any answers given before being called upon will not be accepted.

If two or more students ring the bell at the same time, the assistant moderator will decide which student rang the bell first. If the assistant moderator decides there is a tie, team members will provide written answers. All correct answers will be awarded full points.

If a student rings the bell before the moderator has finished the question, the moderator will stop reading the question. If the answer given is incorrect and there is a student from another team who also rang the bell before the question was read in its entirety, the other student(s) who rang in will be given a chance to answer the question in the order in which they rang the bell, but the question will not be repeated in such cases. The assistant moderator will indicate the order in which the students rang the bell.

If all given answers are incorrect, the question will be repeated once. A student from any team which has not already provided an incorrect response may answer the question. If no team rings the bell even after the question is repeated, the moderator will move on to the next question. If all answers are incorrect, the moderator may then share the correct answer.

### 3.5 Bell Round Questions

The Bell Round functions in the exact same way as the Culture Round. The only difference is the number of questions in each round and the addition of Bonus Questions in the Bell Round.

**Bonus questions:** Some questions will have a bonus question attached to it. The bonus question is worth an extra ten (10) points. If the student who rings in gives a correct answer to a question which has an attached bonus question, then that student's team will have the chance to answer the attached bonus question. The team may confer and must answer within 20 seconds. If the team gives an incorrect answer, the bonus question is not open for other teams to answer.

### 3.6 Sumitomo Corporation of Americas Conversation Round

Returning for the second year, a **conversation round** will take place immediately after the Preliminary Round. This Conversation Round is sponsored by *Sumitomo Corporation of Americas* and was inspired by a similar section at the National Japan Bowl in Washington DC. Students will be presented with a situation and asked to interact with one another and speak/communicate to the best of their ability. Although no points are awarded, there is a separate prize for winners of this section of the competition. All teams are required to participate in the Conversation Round. Each conversation round will stay within the student's expected level of Japanese knowledge. The purpose of this conversation round is to HAVE FUN and enjoy communicating in Japanese! Judges will be representatives from Sumitomo Corporation - none of whom are teachers and all of whom are very excited to meet the students!

### 3.7 Scoring

#### Preliminary Rounds (Levels 1-4):

- 10 Pen Round Questions @ 10 points each
- 10 Culture Round Questions @ 10 points each
- 12 Bell Round Questions @ 10 points each + 2 Bonus Questions @ 10 points each

#### Conversation Rounds (Levels 1-4):

- No points awarded; Separate prizes will be given to the top performers.

Final Rounds (Levels 1-4):

- 8 Pen Round Questions @ 10 points each
- 15 Bell Round Questions (JAPADY) @ 10, 20, 30 points each.

**3.8 Final Round**

The 3 top-scoring teams at each level will participate in the Final Round. Final Rounds will immediately follow Preliminary Competition. All teams must be present in the Final Round room 15 minutes prior to the start of the competition for their level. If all members of a team are not present, that team's position will be forfeited to the next highest-scoring team.

**3.9 Awarding of Prizes and Trophies**

There will be a closing ceremony in 2026. Prizes and trophies will be presented to the winning team immediately upon completion of the Final Round for that level. All participants will be dismissed directly afterwards.