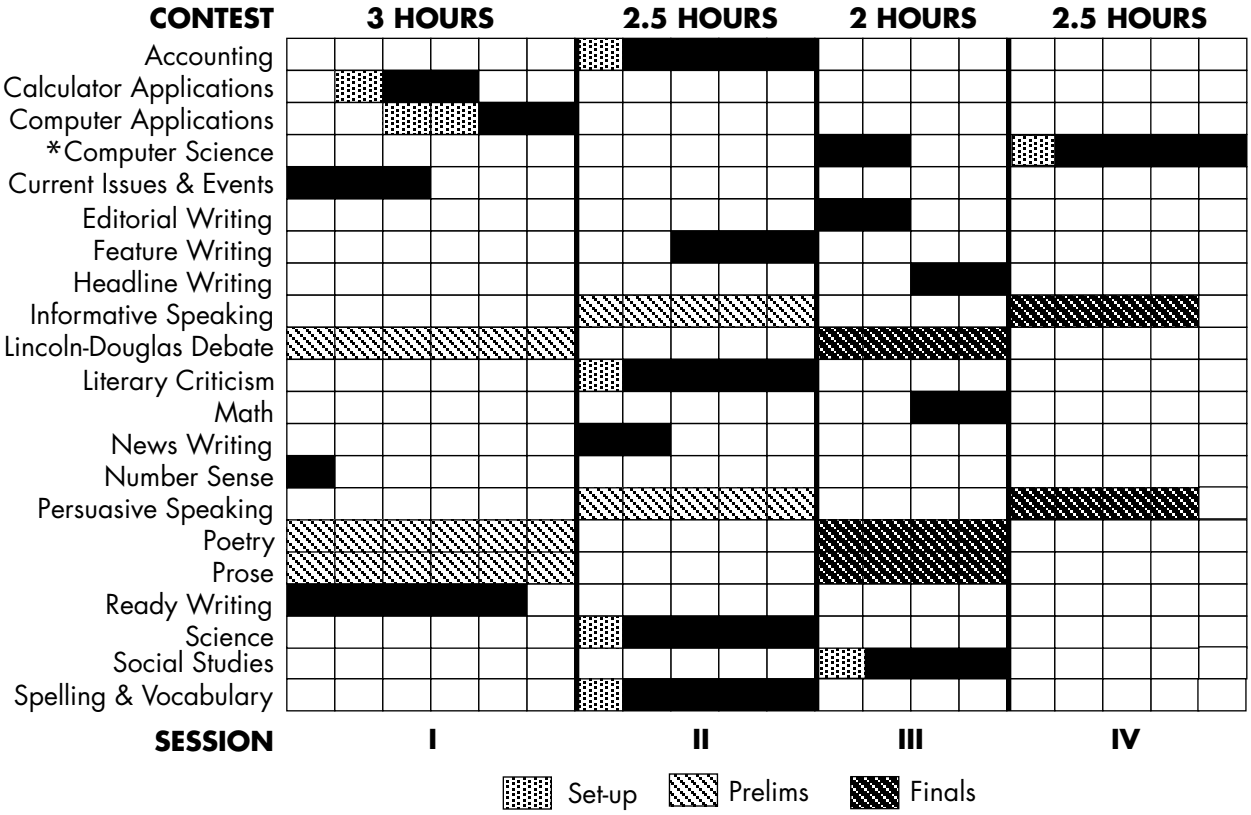
ACADEMIC CONFLICT PATTERN



The conflict pattern is not mandated, but it will be honored at all regional meets. Districts are also urged to use the conflicts in setting a schedule for their meets. Regional schedules will **not** be modified to allow participation in conflicting events.

SESSION I (3 hours)

The following events may begin at the same time: prose, poetry, Lincoln-Douglas debate, ready writing, computer applications and current issues & events. Calculator applications, number sense and computer applications may **not** be held at the same time. Students may also participate in both current issues & events and computer applications at district so long as they are set up and do not delay the start of the computer applications contest. CI&E and Computer Applications conflict at region and State. Number sense and calculator applications conflict with current issues & events, ready writing, prose/poetry interpretation and Lincoln-Douglas debate.

SESSION II (2.5 hours)

The following events may be begin at the same time: informative speaking, persuasive speaking, spelling & vocabulary, literary criticism, science and accounting. News writing and feature writing may **not** be held at the same time. Note: persuasive speaking finals and computer science programming may conflict.

SESSION III (2 hours)

The following events may be held at the same time: mathematics, social studies, prose, poetry and Lincoln-Douglas debate. Editorial writing and headline writing may **not** be held at the same time. Computer science and mathematics may **not** be held at the same time.

SESSION IV (2 hours)

The following events may begin at the same time: informative speaking finals, persuasive speaking finals and computer science programming . Programming is administered at **all** levels of competition – **district**, regional and state.

* – The 2.5 hour block indicated for Computer Science hands-on programming allows 30 minutes for roll call, preliminary announcements and the "dry run" practice problem, followed by a full two hours for the actual contest. NOTE: teams must also have at least 30 additional minutes earlier in the day to set up equipment. The equipment set-up may take place at any point during the contest day; all team members are not required to be present for equipment set-up.