

Academic Bowl Format Summary Sheet

Revised 01/25/05

1. General Guidelines

*During orientation, all teams in all regional competitions will do a blind draw to determine the competition schedule, which pool (Buff or Blue) they will be in and which teams they will play against.

*A player representing each team will first draw a number to determine in what order the team will select their team letter. A team who has not arrived by the time of the drawing will have a bowl staff member draw in their place..

*The previous year's first and second place winners will be in separate pools.

2. Match Format:

Preliminary, Semifinal and Third Place Matches

*Round One = 15 toss-up and 15 bonus questions worth 2 points each.

*Round Two = 16 individual questions worth 2 points each

*Final round = 10 questions worth 3 points each.

*Two minute break between each round for coach and team discussion.

Championship Match

*Round One = 20 toss-up and 20 bonus questions worth 2 points each.

*Round Two = 20 Individual questions worth 2 points each.

*Final round = 15 questions worth 3 points each.

*Two minute break between each round for coach and team discussion.

3. Round One:

Toss-up questions

* No time limit except math category.

*Math – 30-second time limit.

*Both teams play toss-up questions. Question is shown, individual player buzzes in and writes answer (with exception of math). *For all non-math questions, the player must buzz **FIRST**, then write answer.*

*Math toss-up – question is shown, individual player does math calculation and circles answer, or writes an answer or number **BEFORE** buzzing in.

**All answer sheets must be held horizontally-not vertically to avoid confusion between letters A and D as well as confusion over some numbers.*

*Team members cannot discuss answers during toss-up questions.

*When team A buzzes in - question on screen will disappear (except for math). For a correct answer, team A is given bonus. If the answer is incorrect, team B has the opportunity for a rebound. The original question is shown again and left on screen. If team B answers correctly, they will get the bonus question.

**For all non math questions, the proctor removes the answer from Team A or B after the judge holds up the yes/no sign. For math questions, the proctor leaves the answers for both teams up until the answer slide is shown.*

Bonus questions

*Time limit of 20 seconds for all categories except math.

*Time limit of 30 seconds for math questions.

*Only the team who correctly answers the toss-up question, may answer the bonus.

*The team may discuss possible answers.

*The person writing the answer must have lifted the **pen off the paper at the same time the strobe light stops flashing.**

*Team members do not buzz in on bonus rounds.

Math questions

*Both toss-up and bonus questions have a **30 second time limit.**

*During toss-up, individuals work alone to determine answer and then buzz in **by the time the strobe light stops flashing.**

**If there is writing or other computations on the paper, the answer must be circled to make it clear which number is the intended answer. The entire answer must be circled, including units of measurement. A player does not need to circle the answer if the answer is the only writing on the paper.*

*During the toss-up, the question slide remains on the screen for the entire 30 seconds; they disappear when time runs out. This is different from all the other categories because this is the only category with a time limit for the toss-up question. Thus, seeing the slide is imperative for the other team to have a chance to respond before 30 seconds has expired.

*Toss-up requires all work done **BEFORE** buzzing in. If additional work is done on a toss-up question after buzzing in, the team member will not be allowed to show his/her answer and thus forfeit possible points.

**The proctors need to watch the teams to be sure their pens are off the paper at the same time the strobe light has stopped flashing.*

*For toss-up questions: if team A buzzes in, team B should continue working on the premise that team A may be wrong. The 30-second clock does not stop when team A buzzes in and shows the answer. If team A is incorrect, team B has a chance for a rebound as long as team B completed the work before the clock runs out. Team B player holds his/her answer up in the air and then buzzes in if a Team A player's answer is incorrect.

For example: if Team A buzzes in after 25 seconds, Team B should continue working and have pen off paper at the same time as or before the strobe light stops flashing. In this situation, Team A will not be able to show their answer and have the judge state correct/incorrect before the time runs out (five seconds left). Therefore, the proctor for Team B watches to see if any player on Team B is done before time has expired; and if so, which Team B player finishes first *and holds his/her answer in the air*. If Team A's answer is incorrect and the time has run out, the proctor points to the player on Team B who was finished first and before the time ran out. That person buzzes in and is recognized by the moderator and allowed to show his/her answer.

*If Team A is the first to complete work, *the answer is shown as soon as he/she buzzes in.* The proctor does not hold the answer until the end of the 30 seconds.

*During a math bonus question, the team may work together to complete an answer within 30 seconds. There is no need to buzz in on the bonus question as the question is only for one team.

4. Round Two

*Before the round begins, the coaches will assign players to Seat 1, Seat 2, Seat 3, Seat 4. Seat 1 will be the seat closest to the judge's table. Players do not have to sit in the same order as in Round One or the Final Round.

*A marker will be used to let the moderator and all in the room know who will be answering the next question. Teams are encouraged to bring small school mascots to use as their markers. If no school marker is used, the room coordinator will provide one.

*The marker is placed on the table in front of players in Seat One. The scoreboard operator will set the clock for **20 seconds**. The moderator will give the signal for the PowerPoint operator to show the question and the scoreboard operator to begin the time.

** All answer sheets must be held horizontally-not vertically to avoid confusion between letters A and D as well as confusion over some numbers.*

**As in Round One, the players who are answering the question must have lifted the pens off the paper at the same time the strobe light stops flashing.*

**If the players wish, the proctor can alert the player answering the question that time is running out by giving hand signals such as “5, 4, 3, 2, 1, time is out”.*

**If both teams are finished before the 20 seconds are up, the proctors will display the answers upon completion and at the same time. The judge will hold up the “yes” “no” cards for each team indicating correct/incorrect answers. Two points will be awarded for correct answers.*

**The markers are moved to the player in Seat 2 and Question 2 is displayed along with the clock started. The round continues in this manner as a “lightning” round with questions moving quickly from player to player.*

**Other players on the team may not communicate in any way with the player who is responding to the question. The proctor will be responsible for watching for any nudging or other signals the players may be trying to give. The moderator will give a team one warning if any communication occurs. The second time the same team tries to communicate will result in points not given for that answer.*

**Each player on a four-member team will answer four questions. There will be more multiple-choice questions in Round Two than in any other round.*

**No category slide is shown before the question is displayed. The question can be from any of the nine categories.*

5. Final Round

**The Final Round is a timed, team-discussion round. Two minutes are allowed (three minutes in the championship Match).*

**If the room set-up allows, teams may move their chairs to the end of the table to facilitate discussion. Equipment may not be moved by the players. Teams may also move their chairs away from the table and sit in a circle for team discussion during this round and use clipboards provided by Gallaudet for writing on the answer sheets.*

Before the Final Round begins, the proctor will open an envelope with a set of answer sheets and place them face down on each team’s table. Included is a colored paper with ten questions (or 15 questions in the Championship Match) and space to write the official answers. There are three additional white papers with the same questions to use as needed, but will not be accepted as final answers. **Only the colored paper will be accepted as the official team answers.*

**The moderator will ask the PowerPoint operator to show the category for the Final Round. The moderator will then ask the PowerPoint operator to show the instructions.*

**At the moderator’s signal, the clock will start and teams will turn over their Final Round answer sheets and begin working. Teams can discuss answers and should select one person on the team to write all answers on the paper before the two minutes (or 3 minutes for the Championship Match) have expired. If one person is selected to write the answers, another team member can change the answer if he/she sees mistakes made, as long as the time has not expired.*

**The PowerPoint Operator will display the 10 questions for the audience while the team discusses and writes in the answers.*

**At the end of two (or three) minutes, the moderator collects the colored papers and hands them to the proctors who will show the answers to Question 1 while covering the other answers. The judge(s) will then hold up “yes” or “no” cards for each team, indicating correct/incorrect answers. The scorekeeper adds three points for each team with a correct answer. The moderator then directs the proctor to move to Question 2, using the same procedure as above and this continues until all questions have been shown and scores added. Objections will be handled the same way as Rounds One and Two. After the last question, the moderator announces the final scores and the winner.*

**There is no penalty for incorrect answers.*

**Answer sheets and envelopes need to be returned to the judge(s). Teams do not keep the questions.*

6. Tiebreaker Round

- *If a match ends in a tie, the tie is broken by playing a Tie-breaker Round.
- *The format is the same as the Final Round except there are five questions worth three points each.
- *All questions must be answered within a one-minute time limit.
- *Each Tiebreaker Round will be *Potpourri*, which means the five questions can come from any category.
- *Before the Tiebreaker Match, there will be a two-minute break for coaches to meet with their teams.
- *Coaches may make player substitutions during this break.
- *If the teams are still tied at the end of the Tiebreaker Round, a second Tiebreaker Round will be played. The Tiebreaker Rounds will continue until there is a winner.

7. Time-Outs:

- *A head coach on either Team A or Team B may call a *one-minute Timeout* at any point during Round One or Round Two as long as the next question has not yet been displayed.
- *There are no Time-Outs allowed during the Final Round.
- *A head coach may call a timeout when he/she feels his/her team is not doing as well as expected, or if the head coach sees a mistake the team is making that needs to be corrected immediately, etc. No reason has to be given for a timeout. When a head coach needs a timeout, he/she holds up a red card that will be on their chairs and asks the moderator for a timeout. The moderator will grant the timeout as long as the next question has not been displayed and as long as that is the first timeout that head coach has called during that match.
- *Both teams will meet during a time out. **One timeout is allowed per team per match.**