

Educational Service Unit 10

A C A D E M I C Q U I Z B O W L

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(Information Contained in the Document: Courtesy of Tim Burke, ESU 11)

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Educational Service Unit 10
Announces
The Annual Academic Quiz Bowls

GOALS:

1. Expand the horizons of gifted students in rural communities.
2. Allow students to gain the skill of quick recall of general knowledge facts through the Quiz Bowl format similar to that used on the College Bowl TV Series.

WHO: Students in middle grades 6-8 and high school grades 9-12 from the ESU 10 twelve-county area are invited to enter a six-member team (plus alternate members) in the ESU 10 Academic Quiz Bowls.

WHERE: The two ESU 10 Academic Quiz Bowls will be held at the Nebraskan on the University of Nebraska at Kearney campus.

WHEN: Annually as scheduled

COST: The ESU 10 Academic Quiz Bowl is an annual service to schools within the eleven county area and the cost is equally shared by participating districts.

ESU 10 ACADEMIC QUIZ BOWL FACT SHEET AND RULES FOR COMPETITION

1. The players on each team must be from the same K-12 district. Each district is allowed to bring one team. Each team member will wear a name tag provided by Quiz Bowl officials which identifies their first name and school represented while at the competition site.

2. A team consists of six players--a captain and five other members. Alternate players are allowed. A team is not required to use the same six players for each different match during tournament play, but substitutions during a match are forbidden. Alternates can enter play only at the beginning of a new match during a tournament.

3. Points are scored by correct answers to questions. Each question has a pre-stated value. The questions will range from the trivial to the profound and cover all areas of academic knowledge.

Questions will cover the following categories:

- Social Studies - American and World History, Government, Geography, Sociology, Psychology
- Language Arts - English (Spelling), Literature, Grammar, Vocabulary
- Science - Chemistry, Physics, Earth Science, Geology, and Astronomy
- Mathematics - Formulas, Terms, Time, Geometry, Square & Cubes, Algebra, Measurement, Computers
- Fine Arts - Music and Art
- Current Events - To present

4. Two types of questions are used during a match: toss-up and bonus.

5 points = correct answer to toss-up questions. 10 points = correct answer to bonus questions.

There will be 12 toss-up questions per match; these are considered "less difficult". These will be followed by "more difficult" bonus questions to be given to the team correctly answering the toss-up.

5. The toss-up process consists of four (4) parts - the question, the signal, the recognition of the player by the Timer, and the answer. If a player gives the answer without either of the two middle parts, the answer is treated as an incorrect answer. In other words, the player must wait until his/her school and position number is called before giving the answer. A team member giving a correct toss-up answer entitles the team to a bonus question.

6. During the competition, team members will place their hand beside or above signal switch. There cannot be any conferring among team members during a toss-up question or response. After the question is given, 15 seconds will be allowed for any team member to respond. To answer a toss-up question, a player must be the first to signal by pushing his/her signal switch of the Electronic Control System.

7. If a team presses the signal switch of the Electronic Control System before the toss-up question has been completely read, the Moderator will stop reading the question at the point of interruption. If the question is answered incorrectly, the question will be repeated entirely for the other team and they may answer the question for the full points.

8. Once a team member has been recognized to give the answer to a toss-up question or when the bonus answer from the team captain is called for, the team member must begin to give the answer according to the estimated two second rule (within two seconds of being recognized).

9. When a player gives an incorrect answer to a toss-up question, the question will be read again and the other team then has 15 seconds to answer by the normal sequence of signaling, being recognized and answering. If neither team gives the correct answer, the next question will be read.

10. After the bonus question is read, team members have 15 seconds to confer/discuss to come to an answer. The answer to bonus questions MUST be given by the team captain. Answers from other team members are treated as incorrect answers.

11. Violations of the rules (such as consulting after pressing the signal button, or blurting out an answer before being recognized) will disqualify a team on that question and:

(A) On the toss-up question, the other team will be given the option of answering the question for the full point value.

(B) On the bonus question, no points will be awarded.

12. In case of a tie at the end of a round a toss-up question will be used. The first team to correctly answer the toss-up question will win the round.

13. If a team feels that a challenge is necessary, the team captain is the only one who may make the challenge and must make the challenge at the time of the answer (before the next question is given). Be sure that you have a legitimate challenge as each challenge lengthens the day. There shall be no questions raised by anyone except the team captain, moderator, or officials. The decision of the judge will be final.

14. Decisions of the tournament judge will be final. The official declaration of the outcome of the match shall be irrevocable. As in any contest, a match shall not be replayed - even if the outcome could have been altered by judgment errors.

15. No calculators, paper and pencil, resources, etc. are to be used during competition unless provided by the tournament officials. If paper and pencil are provided, team members may use them during bonus math questions only. Pencil and paper are never allowed during toss-up questions.

16. The round will be stopped if the following differences in team scores occur:

- After 11th bonus question 20 points
- After 10th bonus question 35 points
- After 9th bonus question 50 points
- After 8th bonus question 65 points

There is probably no better way to prepare your team than by practice. The purpose of the practices is to sharpen instant recall by constant drilling. A typical Academic Quiz Bowl match includes questions from all realms of knowledge. You may want to develop two or three teams at the local level so that they can play each other for practice, but only one team plus alternates can represent your school the day of the actual Academic Quiz Bowl.

Practice questions are available from ESU 10. These questions will be sent to the designated contact person from each school.

ESU 10 ACADEMIC QUIZ BOWL

DESCRIPTION OF OFFICIALS

The Academic Quiz Bowl is played under the supervision of these officials: Moderator, Announcer/Timer, Content Judges, Scorer and Procedural Judge, whose duties are as follows:

Moderator: is in general charge of operations and asks questions.

Timer: observes players during asking of questions so he/she may properly identify and announce the name of the school who first signals readiness to reply to each toss-up question. He/she also turns the Electronic Control System on and off. The timing system is built into the Electronic Control System and automatically locks out the system at the end of the 15 second time period.

Content Judges: are familiar with all questions and answers and ready to rule, upon request, on any variables in answers that may be accepted.

Procedural Judge: observes play to guard against illegal procedures, such as prompting, team conferences when disallowed, or inappropriate challenges made by anyone other than team captain.

Scorer: has the responsibility to keep the team score throughout a match.

All Officials: will closely observe to assure against illegal procedures by players or spectators during the match.

SCORE SHEET

TEAM A TEAM B

1. Toss Up 5 5

Bonus 10 10 Running Total ____ ____

2. Toss Up 5 5

Bonus 10 10 Running Total ____ ____

3. Toss up 5 5

Bonus 10 10 Running Total ____ ____

4. Toss up 5 5

Bonus 10 10 Running Total ____ ____

5. Toss up 5 5

Bonus 10 10 Running Total ____ ____

6. Toss up 5 5

Bonus 10 10 Running Total ____ ____

7. Toss up 5 5

Bonus 10 10 Running Total ____ ____

8. Toss up 5 5

Bonus 10 10 Running Total ____ Stop if 65 point difference ____

9. Toss up 5 5

Bonus 10 10 Running Total ____ Stop if 50 point difference ____

10. Toss up 5 5

Bonus 10 10 Running Total ____ Stop if 35 point difference ____

11. Toss up 5 5

Bonus 10 10 Running Total ____ Stop if 20 point difference ____

12. Toss up 5 5

Bonus 10 10 Running Total ____ ____