# AIHEC-ANLSAMP Science Bowl Rules
To compete read the following Rules and fill out the AMP Registration form.

## Introduction:

The **A**ll **N**ations **L**ouis **S**tokes **A**lliance for **M**inority **P**articipation (**ANLSAMP**) has been conducting the AIHEC Science Bowl Competition since 1996. We thank past conference committees and the current committee for their support. We sincerely appreciate the teams, their coaches and all participants who have offered suggestions and advice over the years. This support has allowed us to develop a long-standing competition for students while giving us the opportunity to evolve. We believe our longevity in this endeavor is due to great teams from great schools who are willing to prepare and meet each year in spirited competition. We look forward to seeing you this year.

**Notes and Recent Changes: Please make sure all team members read this document.**

**The first eighteen (18) teams with completed applications will be accepted into the competition.**

**Test questions are purchased from a test bank. Answers provided by the test bank will be considered the only correct answer. This eliminates the need for question/answer disputes during game play.**

**Categories from science, technology, engineering, and mathematics (see reference material at the bottom of this document for more description) will be selected and setup prior to game play.**

## Team Composition and Responsibilities:

All team members must be enrolled for at least six (6) credits at a Tribally Controlled College. Students status must be verified by the registrar and accompany the team roster. **Only one (1) team per institution** can be registered for the science bowl.

Teams shall consist of three (3) members and one (1) coach. One (1) member must be named team captain.

The **team captain** will be responsible for insuring the timely arrival of the team for each game. A game may be played with less than a full team, but once the game has started, the vacant position(s) may not be filled during the game.

The **coach** is responsible for the timely filing of the team registration forms and all required materials with the ANLSAMP office. Coaches should be present at the games, but it is not required. It is the coaches responsibility to prepare the students for the competition, assure all of the team members arrive at the competition, critique the team performance, make suggestions for improvements to the team members *between* games, and be involved in the settling of disputes (only at the quizmaster's or team captain's request and if present during the game) during the competition. Coaches **cannot** compete as team members and **cannot** raise any dispute or question during the game.

There will be **no team member substitutions** made to the roster at AIHEC. Choose your team carefully. Make sure the members will be going to AIHEC. ANLSAMP staff must receive any roster change five (5) days before the competition is scheduled to begin. All requests for roster changes are subject to ANLSAMP Staff approval.

## Room Rules:

Video and audio taping of the competition IS NOT allowed. ONLY ANLSAMP staff may take photographs during the competition. Under special circumstances others may be able to take photographs with the consent of the staff overseeing the competition, the room staff and the teams. Please check with the appropriate personnel regarding the taking of photographs.

## General Competition Rules:

The Science Bowl tournament will be single elimination. However, the two losing teams in the final four will play another game to determine $3^{rd}$ and $4^{th}$ place. The two winning teams will play for $1^{st}$ and $2^{nd}$ place.

The science bowl time schedule will be followed. No changes to the schedule will be made to accommodate any team. If a team is ten (10) minutes late for a scheduled game, the game will be considered a forfeit by the late team. Remember - A game may be played with less than a full team. The official timekeeper will establish the ten (10) minute grace period after the official starting time for determination of the forfeiture. The information will be given to the Quizmaster to make the formal determination of forfeiture (it is recommended you show up 10 minutes early for the competition to find the scheduled room).

The competition will be patterned after the game show "*Jeopardy*" although teams will not answer in the form of a question.

Each game will consist of three (3) rounds. The first two (2) rounds will either last fifteen minutes or until all category questions have been asked (whichever comes first). The third (3rd) round will be a wager round.

Control of the board - At the start of the game, the quizmaster will flip a coin to determine who has control of the board. "*Heads-up*" will give control of the board to the team on the quizmaster's right (team #1). "*Tails-up*" will give control of the board to the team on the quizmasters left (team #2). The team captain having control of the board will choose the first

category and points for the first question.  After the first question has been asked, the team answering correctly gains control of the board and will choose the category and points for the next question (The points for any question in any one category may only be used once).  Control of the board will remain with the team that last correctly answered a question.

## Topic Selection

**Round 1 and 2 –** Categories from science, technology, engineering, and mathematics will be presented for each round.

**Round 3** - Round 3 is a wager round. The quizmaster, from all of the categories, will choose the category.

**Sudden Death** - all sudden death categories and questions will be chosen by the quizmaster.

## Reading of the Questions

Either team can buzz in during the initial fifteen (15) second period and request the question be re-read.  **Questions can only be re-read once**.  **Questions will be re-read in full.**

The team that requests the re-read **is not** responsible for answering the question.

After the question is re-read the fifteen (15) second period for discussion and answer begins again and either team may buzz in to answer.

It is possible that, after the first reading one team will buzz in and answer the question incorrectly.  Since the question has only been read once the second team may buzz in **within the remaining time** and ask for the question to be re-read.  Once again, the team requesting the question be re-read is not responsible for answering the question.

## Round Play

**Round One (1) -** Each team will begin the first round with a score of zero (0) points.  The team with control of the board will choose the category for the first question.  The quizmaster will read the first question.  Teams will have fifteen (15) seconds after the question is read to buzz in to answer the question.

**Round Two (2)** - Each team will begin Round Two with the scores accumulated in Round One.  The team with the least accumulated points at the end of Round One will have control of the board for the start of Round Two.  At the end of Round Two, if one team has a positive number of points and the other team has zero (0) or a negative number of points, the team with the positive number of points will be declared the winner and Round Three will not be played.  If both teams have a positive number of points the game will advance to Round Three.  If both teams have zero (0) or a negative number of points the game will go into Sudden Death.

**Round Three (3)** - Round Three (3) is the wager round.  When both teams have a positive score

at the end of Round Two (2) play advances to the wager round. Both teams will be told the number of points they have to wager by the official scorekeeper. The quizmaster will choose the wager round category and question. The quizmaster will announce the category for the round.

At that time the teams will have fifteen (15) seconds to discuss the amount of their wager, write the wager and the team name on a piece of paper. Team captains will submit the wager to the quizmaster.

Teams may wager any number of points ranging from zero (0) to the total amount of points they have accumulated from rounds one and two. The maximum wager is the number of points a team has accumulated. The quizmaster will not reveal the amounts of the wagers until the end of the round.

After the quizmaster receives the wagers the question for the round will be read. The teams will have fifteen (15) seconds to discuss the question and write the answer and the team name on a piece of paper. This question can be re-read at the request of either team during the initial fifteen (15) second period and the fifteen (15) second period for discussion and answer will begin again after the question has been re-read. Again, the question can only be re-read once. The team captains will submit the answer to the quizmaster when the time expires.

The quizmaster will announce the team name, the amount of the wager, the answer submitted by the team and whether or not it was a correct answer. The scorekeeper will total the number of points for each team and announce them to the quizmaster and the teams. The quizmaster will declare the team with the most points the winner. If both teams are tied at the end of Round Three a Sudden Death round will occur.

**Sudden Death** - The quizmaster will choose the categories and the questions for the sudden death round. The category will be announced and the question read. The same rules for answering will apply to the sudden death round as the previous rounds. The round will continue until one-team answers a question correctly. The team that answers correctly will be declared the winner.

**Scoring -** The team that buzzes in must discuss and answer the question within the fifteen (15) second period. If they answer correctly they will gain the points for that question. If they answer the question incorrectly they will loose the points for that question and the other team will have an opportunity to buzz in and answer the question within the remaining time of the fifteen-second period. If either team buzzes in and does not answer the question, allowing the fifteen second period to run out, it will be considered an incorrect answer and the points for that question will be deducted from the team score.

## **Disputes**

**If any dispute is raised that is not declared according to the rules as stated in this document, it will be considered an invalid dispute and no action will be taken to resolve the issue. Please make certain that all team members and coaches are aware of the rules in this document.**

Any dispute or concern about the game must be addressed immediately following the completion of the game before the quizmaster; staff and both teams leave the room. Reminder: The team captain is the only person that may raise a dispute. The quizmaster and both team captains (and the coach if present during the game) will bring the dispute to the attention of the Staff Member running the competition. The Staff Member reserves the right to confer with all of the quizmasters, Science Bowl Staff and the ANLSAMP Program Manager if necessary to resolve the dispute. The team captains raising the dispute and the associated coach will be present during the dispute resolution only if requested by the staff members or quizmasters involved in order to clarify any questions regarding the specific disputed subject.

## Reference Material

The questions are being purchased from a company that specializes in providing questions for competitions. There will be no reference materials available during the competition. The answer on the card will be the final answer.

The suggested study materials are resources that cover general knowledge in the category. All subjects are intended to address general knowledge in the field listed that can be found in any standard college level course and book.

- **Anatomy**
- **Biology/Ecology**
- **Botany**
- **Chemistry**
- **Computers and Electronics**
- **Earth Science**
- **Mathematics**
- **Measurement**
- **Physics**
- **Science History**
- **Terminology**
- **Zoology**

**ANLSAMP reserves the right to amend any or all of the rules and/or categories as needed.**