

The MLHS Academic Bowl

We are always looking for people to serve as a Question Reader/Room Judge.
If you have suggestions, please forward those to Kevin Buch via email or phone.
920-973-0465 or kmbuch@mlhslancers.org

1. **QUESTIONS will cover** a wide range of subjects: art, current events, geography, sports, music, science, history, government, literature, and more.
2. **A TEAM will consist of a maximum of six members, with only four members competing during one match.** Any combination of the six may be used for a match and that combination may change from match to match, but it may not change during the match. **Entry deadline is March 15, 2019.**
3. **A SCHOOL may enter more than one team**, clearly indicating on the entry form the names of team members, and clearly designating teams as #1 and #2, according to strength of seed test score.
4. **The Academic Bowl will be run as a SIXTEEN TEAM consolation tournament.**
 - Each team will be guaranteed a minimum of two matches
 - Two losses will eliminate a team - please see the sample bracket.
 - Teams will be seeded by means of a pre-tournament written test administered at their grade school.
 - When necessary, byes will be given to the top seeds.
 - If more than 16 schools enter the Bowl, the top 16 seeding test scores will be entered.
 - Awards will be given to the first, second, third, fourth, fifth places, and consolation teams.
 - These awards are adjusted if there are less than 16 teams participating.
5. **Each MATCH will consist of two (2) nine-minute halves and one (1) speed round of 60 seconds separating the two halves: 9 minutes - 60 seconds - 9 minutes**
6. **Each MATCH will include a maximum of 60 questions.**
 - Each question will have a different point value based upon the difficulty of the question.
 - The point value will be announced before the question is asked.
 - The match will employ the rapid-fire method and all questions are “up for grabs”.
 - Once the moderator begins reading the question, any team member may ring the bell to signal their intention to answer.
 - The moderator will stop reading the question to allow the first person to ring the bell an opportunity to answer the question.
 - The player first signaling must be recognized as the eligible respondent before giving the answer.
 - If the answer is correct, the points will be awarded to that team.
 - If the answer is incorrect, the moderator will finish reading the question, or reread the question, and the other team will be allowed to answer.
 - **NO CONSULTATION BETWEEN TEAM MEMBERS IS ALLOWED AT ANY POINT:**
 - The person who sounded the bell must provide the answer.
 - There is no penalty for an incorrect answer.
 - Each question will be presented in this way until 9 minutes have passed or until all available questions for that round have been asked.
 - The first half will be followed by a 60 second speed round [see rule number 15], and second half to follow that.
 - The team with the highest point total will proceed to the winners bracket and the team with the lowest total will move to the losers bracket [if this is the second loss, the team will be eliminated].

7. A **10 second time limit** will be allowed to answer each question.
8. **If the time allotted for the match expires** before the reading of a question is completed and no team member has signaled to answer, the match will end.
 - However, if the reading of the question has been completed or if a team member has signaled to answer, 10 seconds will be allowed to answer the question.
 - If the answer is incorrect, the opposing team is given an opportunity to answer.
 - When this series is complete, the match ends.
9. **Any team that is late for their match will forfeit the match unless the tardiness is due to a previous round running overtime.**
 - Four members of the team must be present in order for the team to be considered 'on time.'
- 10. Contestants' hands may be below or at table level, but not touching the bell or suspended over it.**
11. If an **answer is spoken or mouthed from the audience**, the judge MAY choose to discard the question
12. **Decisions of the judge[s] will be final.**
13. **Should the score be tied at the end of a match, 'sudden death' playoff will determine the winner.**
 - Sub-points in #'s 6 and 8 will apply.
 - The first team to answer two questions correctly in overtime is declared the winner of the match.
14. **Questions requiring a person's name as an answer** may be correctly answered by giving the surname only, provided there are no others having the same surname with whom the person might be confused.
15. **THE SPEED ROUND**
 - The Speed Round begins with the team having the lower score after completion of the first half.
 - The team with the higher score is escorted from the room during this session.
 - Each question is worth 10 points.
 - Consultation among team members IS allowed during these 60 seconds;
 - All answers must be given by the team CAPTAIN, who does NOT need to be recognized to answer.
 - IMPORTANT: the team is playing against the clock; the moderator will give the team an indefinite period of time to answer each question. If the team does not know the answer, the captain is advised to "refuse the question" by saying "Pass" before the host will supply the next question. If there is still time in the speed round after all questions have been asked, the questions "passed" will be re-asked until time expires.
 - No indication of "right or wrong" after each question will be given by the judge, to conserve time.
 - After 60 seconds have expired, the absent team will be returned to the room to play the 60 second speed round.
 - They will have the opportunity to answer the SAME set of 10 questions; the same procedural rules apply as for the first team.
 - If any team correctly answers all ten questions in the 60 second round, the team is awarded a 20 point bonus.
 - Tying in the speed round is possible- there is no tie-breaker. Instead, the second half of the match proceeds to completion.
16. **The FINAL THREE MATCHES: Championship, Third Place, Consolation:**
 - Will consist of two [2] ten minute halves and one [1] speed round of sixty [60] seconds:
10 minutes – 60 seconds – 10 minutes.