

American Indian Higher Education Consortium Conference

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2007 AIHEC-ANLSAMP Science Bowl Rules

Introduction:

The All Nations Louis Stokes for Minority Participation (ANLSAMP) has been conducting the Science Bowl Competition since the 1996 conference in Billings, MT. We would like to thank all of the past conference committees and the current committee for their support and all of the teams and coaches who have offered suggestions and advice. This support has allowed us to develop a long-standing competition for students and has given us the opportunity to evolve over the years. This in turn has provided a more stable, clear set of rules improving competition as a whole. Again, we wish to thank each and every one of you for your ongoing support and we look forward to seeing you this year!

Team Composition and responsibilities:

All team members and alternates must be enrolled for at least nine (9) credits at a Tribally Controlled College. Students status must be verified by the registrar and accompany the team roster.

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

The **team captain** will be responsible for verifying the coin toss results, choosing the game categories, insuring the timely arrival of the team for each game and raising any disputes during the competition.

The **alternate member** can replace a team member for all games (becoming the team member) or replace a team member for one or more games. Team members and the alternate **cannot** be substituted in or out of a game once the game has begun. All substitutions must occur between games. If the alternate plays at least one full game, he or she will be eligible to receive a prize if that team places in the stated finals.

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 this will not be required. It is the coaches responsibility to prepare the students for the competition, assure all of the team members and the alternate 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. In the absence of a coach during the game the team captain may name a substitute coach or the team captain may perform the duties and responsibilities of the coach.

There will be **no substitutions** of a new team member or alternate who is not listed on the roster except in the case of a documented emergency. If a substitution is necessary, the team coach must designate the person to be the substitute and provide proof of full-time enrollment at a Tribally Controlled Community College at the time of the substitution. (Choose your team carefully. Make sure the members will be going to AIHEC.) Any roster changes other than documented emergencies must be submitted no later than three days before the competition is scheduled to begin. An original copy of the request must be received by the ANLSAMP personnel responsible for arranging the competition before the first game of the competition begins. All requests for roster changes are subject to the approval of the ANLSAMP Staff.

General Competition Rules:

If a team is ten (10) minutes late for a scheduled game, the game will be considered a forfeit by the late 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. If the team that has control of the board answers a question incorrectly, control of the board will change to the other team.

Topic Selection

Round One (1) - After control of the board has been established, the quizmaster will offer a “hat”

containing cards with each of the Science Bowl Categories to each of the team captains. The team captain with control of the board will draw the first two categories, and the other team captain will draw the next two categories from the hat. These four (4) categories will be used for round one of the game and **will not** be placed back into the hat or used for round two.

Round Two (2) - The categories for round two will be decided in the same manner as round one from the remaining categories in the “hat”.

Round Three (3) - Round three is the wager round. The category will be chosen by the quizmaster from **all** of the categories.

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.**

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.

If a team buzzes in before the reading of the question is complete, only that portion of the question that was read during the first reading will be repeated.

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 first question will be read by the quizmaster. 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. **(Rule Clarification)** - **The team who has the least accumulated points at the end of round one will be granted 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.

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 a question or a rule must be addressed immediately following the concern in question and before the next question is read. It is the responsibility of the team members to inform the team captain of the dispute and the responsibility of the team captain to bring the dispute to the quizmaster's attention before the next question is read.

Any other 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 ANAMP 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 these types of 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. See additional rules on next page.

Additional 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.
- Team Coaches listed on the Roster will be notified of any changes at the earliest possible time.
- Be aware teams are subject to the science bowl time schedule, no changes will be made
- Team registration/application form must be sent to the ANLSAMP office as directed on the form

Changes for 2007 AIHEC – ANLSAMP Science Bowl:

- **Only 1 team per institution can be registered for the science bowl.**
- **Due to time and staffing issues ANLSAMP needs to limit the number of teams in this event. ANLSAMP will be limiting the number of teams registered for the science bowl to sixteen (16) teams. It will be on a first come, first served basis for completed registration forms.**
- The ANLSAMP Office will send an e-mail of confirmation that we have received your registration/application. If you do not receive this confirmation e-mail from the ANLSAMP Office please contact our office immediately. We are not responsible for any expenses regardless if your team is confirmed or not.