

INTERNATIONAL ACADEMIC COMPETITIONS

~BOWL MODERATOR GUIDE~

Before the round, ask both teams for their school and team letter (schools with more than one team are named "School A, School B, etc."). Make sure you write your name, the room number, and round number on top of the score sheet.

Each Bowl round consists of 4 quarters. Each team can have unlimited number of players. However, a maximum of 4 players can compete at the same time. Between each quarter, the team can choose to make substitutes. Before the round, make sure you have the correct question packet by checking the Round Number and Age Division.

THE FIRST QUARTER consists of ten short tossups (8 for Middle School division) worth 10 points each for a correct answer. After the you are done reading, the players have **3 seconds to start giving you his/her answer**. If one team rings in and answers incorrectly after the end of the question, the other team then receives 3 seconds after you say "Incorrect" to the first team. This holds true in the second and fourth quarters too. **Once the player start giving his answer, he has three seconds to complete giving it.**

Each team has ONE opportunity to answer a question. If one player on the team buzzes in and gives the incorrect answer, his team cannot buzz in again. If one player on a team interrupts and provides the incorrect answer, you will continue reading the question to the opposing team. When a player buzzes in, acknowledge the player by looking at him and give him 3 seconds to answer (same as the Bee).

The players cannot collaborate among each other during the first quarter. After the quarter, do a quick score check and ask if the teams would like to make substitutes.

THE SECOND QUARTER consists of eight slightly longer tossups worth 10 points each for a correct answer. There are NO collaborations among the players during tossups. If one team answers one of these tossups correctly, the team will be entitled to one bonus question which is also worth 10 points. Teams can collaborate during the bonuses. In this competition, the other team cannot "steal" or "rebound" the bonus question. Bonuses do not "bounce back". On bonus questions and 60 second round questions, the captain can designate a team member to give the answer, but you, the moderator, will take the FIRST answer directed at you from any student on the team. On bonus questions, you should prompt for the answer five seconds after having finished reading, and then allow an additional two seconds for the team captain (or designated person) to start giving an answer. After they've started giving an answer, they have three seconds to finish giving it.

Once a player begin to speak, he can go back and correct himself until you indicate he is correct or not. The player may give extra information if it doesn't make the answer wrong (e.g. saying "Vienna, Austria" even if "Vienna" would suffice or "Hamlet by Shakespeare") but he cannot "go fishing" (e.g. "Hapsburg Empire, Maria Theresa, Schloss Schonbrunn, Vienna!").

After the round, do a quick score check and ask if the players would like to make substitutions. Once a quarter has begun, no substitutions can be made.

THE THIRD QUARTER is the Sixty Second round. **The team that is trailing** will have a choice from three categories. If there's a tie, the team that answered the last question correctly will choose **second**. This rule is reversed for playoff rounds.

Each category has a theme and 8 short questions fitting the theme (6 for Middle School). A team will have 60 seconds to answer as many of these 8 questions as possible. If a team doesn't know an answer, they may pass, but they will not be permitted to return to passed questions; a pass is treated as an incorrect answer.

The first possible answer the team captain says directed at the you will be the answer taken. After the leading team has finished its round, you will prompt the other team for their answers to the missed questions. These are treated like bonus questions, i.e. the team has five seconds to answer each question. **If a team gets all 8 questions right, then they get a 20 pt bonus.** Theoretically this could happen on the bounceback too.

Then, the team that had been trailing selects from one of the two remaining categories and the process repeats itself. If a team begins its answer while time expires, it will be counted. The decision if the answer was begun before the time expired is a judgment call of the moderator, and is not protestable.

Also, if during the 60 seconds round, a team is not able to finish all 8 questions, the other team only gets to hear on the bounceback the questions that had been read to the first team. If a fraction of a question has been read, then you will only up to that point in the question is read to the other team.

Start by reading the three categories to the trailing team and wait for them to pick a category (in a timely manner). The players are allowed to collaborate during this round. Make sure the players on the team answering the question can see the timer. You do not need to be able to see the time.

Begin the question by saying, "all of the following questions start with the phrase...(read the phrase right above the first question)". Start the time when you start reading the first question. After you read the question, wait for an answer. You do not have to give any warnings on timing. It's up to the players on the team to decide how they would like to use the time.

THE FOURTH QUARTER consists of 8 long tossups worth **30, 20, or 10 points each for a correct answer depending at what point in the question the question is answered. On the questions, bold and underlined indicates a point in the question where it is worth 30 points. Bold only indicates where it is worth 20 points.** Regular text indicates where it is worth 10 points. There are NO collaborations among the players during this quarter.

At the end of the round, tally the scores. The team with the highest score wins the round. If there's a tie, do a one question tiebreak. Read the Extra Question at the end of the question packet, and the first team to answer the question correctly wins.

The Extra Question can also be used if you botch any questions. The question can be used for the first, second, or fourth quarter.

Players can **CHALLENGE** the answer to a question. If there's a challenge, mark it down on the score sheet and tell the tournament director after the round. A player cannot challenge the answer to another player's answer, the player can only challenge if he feels that his answer is correct, not that another player's answer is incorrect. The challenge will only be resolved if it affects the outcome of the round.