



IAC INTERNATIONAL BEE RULES SHEET

This document is intended as an outline of the rules of the competition. If you have specific questions regarding more detailed aspects of the rules, please ask a tournament official.

Format: Each event is a buzzer-based competition, meaning the students will hold a buzzer, listen to a question, and attempt to be the first to buzz in and answer correctly. The questions are written in a “pyramidal” form in which the more difficult information is earlier in the question so that players with deeper knowledge are more likely to gain the point.

Structure: The Bee (History, Geography, Science, or Academic) is played in two sections – Preliminaries and Finals. During the Preliminary Section, you will be playing against up to 9 other students in an individual, buzzer-based competition in a race to answer up to 6 tossup questions out of a set of 30. Each correct tossup answer will earn you one point. Once you reach 6 correct answers, you will earn bonus points based on how quickly you reach the 6th right answer. There are 3 preliminary rounds, so 90 total questions.

Incorrect Responses: Three incorrect answers will end the opportunity to answer a particular tossup for all students. If the reader is still reading the question, and you give the third incorrect answer, you will be deducted one point. If the reader has finished reading the question, there is no penalty. There is no penalty for giving either the first or the second incorrect answer, though you cannot ring in again on that particular question.

Timing: The reader will wait three seconds after they have finished reading the question before calling it dead and moving on to the next. If someone rings in during this time, and is incorrect, then the three second count begins again. The reader will also allow you three seconds after you have buzzed in to give your answer. You need not be recognized before you give your answer, although it is advisable to wait until the reader acknowledges you. Timing decisions are not protestable.

Protests: If you wish to protest, you must bring it to the reader’s attention immediately. Protests must be initiated by the player and not by a spectator. You may issue a protest if you feel that an answer you have given should have been accepted, but you may not protest someone else’s answer.

Answers: You should always give as little information in an answer as possible to get the answer correct. For example, if the question is about Thomas Jefferson, answering “Jefferson” is acceptable. If any portion of your answer is incorrect, the whole answer is incorrect. The reader may “prompt” you for more information if necessary. For example, if you were to answer “Bush” on a question about a US President, your reader may ask you to be more specific to determine which Bush you are referring to.

Using the Buzzer: You must buzz before answering. If you speak out of turn, you do not lose a point, but you are disqualified for the question. The question is still alive for everyone else. The only player allowed to speak is the player who buzzed on that particular question. Any other speaking will be penalized by that player not being able to buzz on that question. This will always be the judgment of the reader and may not be protested.

Final Round: After the Preliminary rounds are over, the top individuals will move into the Finals Section. The top half of players from the preliminary rounds in each event qualify for the Asian Championships, and the top half of students in the History and Geography Bees qualify for the International History Olympiad and the International Geography Championships, respectively. The players in the Finals will play a single round using the same rules as in the preliminary rounds.

Divisions: Normally, there will be up to four divisions: Varsity, Junior Varsity, Middle School, and Elementary. In some cases, divisions may be combined or divided depending on numbers, but scores will still only be compared to other students in the same age division for Internationals and Asians qualifying purposes, as well as for the tournament itself, provided at least two students are competing in one of the above-listed divisions.

Gameplay:

Bee events at regionals are played in two phases – Preliminary rounds and Final round. During the Preliminary Rounds, you will be playing against other students in a buzzer-based competition in a race to 6 points. Once you reach 6 points, you will earn bonus points based on how quickly you reach the 6th point. The following schematic is used:

Reaching 6 pts on...	Bonus	Total
6	9	15
7, 8	8	14
9, 10	7	13
11, 12	6	12
13, 14, 15	5	11
16, 17, 18	4	10
19, 20, 21	3	9
22, 23, 24	2	8
25, 26, 27	1	7
28, 29, 30	0	6

Each correct tossup answer will earn you 1 point. To prevent matches from going on too long, three incorrect answers will end the opportunity to answer that tossup for all students. If the moderator is still reading the question and you give the third incorrect answer, you will be deducted one point for a “minus one.” If the reader has finished reading the question, there is no penalty. There is no penalty for giving either the 1st or 2nd incorrect answer. You may be prompted by the moderator to provide a more complete answer if need be. You can correct your answer if you wish, but you must do this immediately; once the moderator begins ruling on the correctness of your answer, you cannot change your answer.

Exception to Minus One Rule:

If exactly three students are playing a tossup at the start of the tossup, and a student is the third student to buzz incorrectly before the end of the question, that student does not incur a minus one point penalty (as there are no other students that then were still able to buzz). Students who find themselves in this position (i.e. where there are only two other players playing the question, and both have already buzzed incorrectly while the remainder of the tossup is still being read) are encouraged to let the reader finish though, since they do not score more points in the preliminaries for a quicker buzz, and the easiest clues are at the end of the tossup.

Timing:

The reader will wait three seconds after finishing reading the question before calling it dead and moving on to the next tossup. If a player buzzes in during this time and is incorrect, then the three second count begins again. After a player buzzes in, the reader will allow three seconds to give your answer. You need not be recognized before you start giving your answer, although it is advisable to wait. Timing decisions are not protestable.

Protests and Disrupted:

Tossups If you wish to protest a question, you must bring it to the reader's attention immediately (i.e. say "protest" before the reader is more than a few words into the next question) then fill out a protest form at the end of the round. You can only protest answers you have given, not the moderator's judgment on another student's answer. (The sole exception to this: protesting that the rules were not applied correctly.) If the reader botches a question, there are makeup questions included with each round that can be used. If you speak out of turn, you do not lose a point, but you are disqualified for the question, and the question is still alive for everyone else. If the moderator inadvertently reveals the answer when a student speaks out of turn, then a makeup question is played approximating the conditions of the botched tossup question as much as possible. For example, if two players buzz incorrectly, and then a 3rd player speaks out of turn (i.e. their buzzer light did not come on), then the blurting student is not penalized a point, but is out on the makeup question, as are the two students who had buzzed incorrectly. The makeup question is played from the start as if two students had already answered incorrectly. Thus even one incorrect buzz on the makeup question would incur a -1 point penalty.

If the protest is made on the basis of "I should have been prompted and I wasn't" then if the protest is upheld, the protesting student is granted a point in the preliminary rounds (because throwing out the question and trying to find all the students who were in the room to do a makeup question would be very difficult logistically). In the playoff rounds in this situation, the question is thrown out, and a makeup question is read for any students who were still playing at that point when the protesting student buzzed. Incorrect buzzes and negative points incurred prior to this buzz still stand, but a correct buzz after the student who should have been prompted does not stand and the points do not accrue, because the player who should have been prompted may well have answered with the correct answer.

Note that if a protest in Bee preliminary rounds results in a student being given a point, but another student was initially given credit for a correct answer, then BOTH students are credited with the point (since otherwise, this could wreak havoc with trying to determine bonus points for a student who is initially given credit for a correct response, and then that student sits out the remainder of the round if that buzz results in them going out, either at that point, or a later juncture in the round).