



2010 AIHEC-ANLSAMP Science Bowl Rules & Registration

Introduction: If you wish to compete in this year's competition please fill out the AMP Registration form on Page 8 of the Rules & Registration and return by the deadline.

The All Nations Louis Stokes Alliance for Minority Participation (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.

Team composition and responsibilities:

All team members and alternates 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.

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 is not

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.

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 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. Question 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 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.

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, beginning with the team on his/her right, 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. This will be followed for the team on his/her left.

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 (3), 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 lose 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. The person on the team who buzzes in is the person who must answer the question, but discussion is allowed between all team members.

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 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 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 and no changes will be made.
- Only **1 team per institution** can be registered for the science bowl.
- **Single elimination will be used for the first two rounds of the Science Bowl tournament, however, the two losing teams in the final four will play another game to determine who takes 3rd place, while the two winning teams will be playing for 1st and 2nd place.**
- **As stated on your registration/application the ANLSAMP Office will send a confirmation e-mail 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.
- **Also, as stated on the registration/application,** teams that have submitted completed registration forms will be selected on a first come, first served basis.
- **Team registration/application form must be sent to the ANLSAMP office as directed on the form, which is March 5, 2010.**

- In the *Reading of the Questions* section the following rule has been removed. “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.” Now questions will be re-read in full.



Science Bowl Team Registration Form

AIHEC 2010 National Conference – Competition will be on Sunday, March 21st @
Chandler, Arizona

(All Participants must include, with this registration form, proof of current enrollment
showing at least 6 credits in a Tribally Controlled College)

Name of Team Coach (Main contact Person For Team) _____

Name of School: _____

Address: _____

Telephone number and e-mail: _____

Team Captain

Name: _____ Address: _____

Telephone: _____ City, State, Zip: _____

Email: _____ Tribal Affiliation: _____

Member 2

Name: _____ Address: _____

Telephone: _____ City, State, Zip: _____

Email: _____ Tribal Affiliation: _____

Member 3

Name: _____ Address: _____

Telephone: _____ City, State, Zip: _____

Email: _____ Tribal Affiliation: _____

Alternate

Name: _____ Address: _____

Telephone: _____ City, State, Zip: _____

Email: _____ Tribal Affiliation: _____

**DEADLINE: COMPLETED APPLICATION MUST BE EITHER E-MAILED OR FAXED (NO
SNAIL/REGULAR MAIL) AND RECEIVED BY ANLSAMP NO LATER THAN FRIDAY, MARCH 5th,
2010. THE ANLSAMP OFFICE WILL SEND A CONFIRMATION E-MAIL THAT WE HAVE RECEIVED
YOUR APPLICATION. IF YOU DO NOT RECEIVE A CONFIRMATION FROM OUR OFFICE PLEASE
CONTACT OUR OFFICE IMMEDIATELY.**

Application must be submitted to the address below. For additional information, please contact:

Lee Padilla, Projects Coordinator	Phone: 406-275-4714
ANLSAMP Program	Fax: 406-275-4807
P.O. Box 70	lee_padilla@skc.edu
Pablo, Montana 59855	

Participation in this event implies permission to use your photograph and name for promotional purposes.
There may be a limit, teams that have submitted a completed registration form will be selected on a first
come, first served basis. **ALL INFORMATION WILL BE DIRECTED TO THE TEAM COACH!!!**