Knowledge Bowl is a competitive team sport where teams from different schools come together and compete on who can recall specific information the fastest. In this sport, a certain protocol is followed. The machines used have two major junctions: a 15 second timer constantly counting down to limit the time that each team has to answer, the second being tracking the order that teams buzz in (tap the bar). Both of these functions are separate from each other and have their own individual reset buttons. The 15 second timer always counts down and when the reset button for it is pressed, the timer is held at 15. Once the button is released, it begins to count down. At 0, a sound is played, a high pitched tone. If at any point in the countdown is pressed partway through or at 0, the timer resets to 15 and holds at 15 until the button is released. The other function that tracks the order that teams “buzz” in is also important. It tracks the order in 1st 2nd and 3rd, if one team taps the bar twice, only the first time will have an effect on this function. In the case that two teams “buzz” in at the exact same time, the one that goes first is assigned randomly. When the first team buzzes in, a high pitched tone is played for about 1 second. When the reset button is pressed at any point, the function will literally reset. All of these functions will need to be able to survive the loss of multiple losses of power without warning at the end of a meet, or at the end of use when unplugged, if needed, a low power battery may be used to prevent corruption of code.