

COLORADO KNOWLEDGE BOWL **RULES AND EVENT GUIDELINES**

The Colorado Knowledge Bowl is an interdisciplinary, academic contest in which teams of students compete on the basis of their ability to recall information relating to practically any part of the secondary curriculum. Although the Knowledge Bowl has every appearance of a contest, the most important intent is the celebration of knowledge and the recognition of students and schools committed to scholastic excellence. The emphasis is on participation rather than on winning. Another important aspect is the educational opportunity offered by the contest itself.

Since all teams take part in virtually all rounds, there are ample chances to respond to all questions and to learn from others.

BASIC RULES:

1. Teams consist of four members, plus alternates if desired. Alternates may be substituted for regular players at the beginning or the half-way point of oral rounds. There are no substitutes in written rounds.
2. The total number of teams in an event **MUST** be a multiple of three.
3. One room is required for each three teams.
4. A single day meet consists of five rounds, one written and four oral rounds except that some leagues have modified this format to one written and three oral rounds for meets below the regional level.
5. The first round of the meet is a written round consisting of 60 multiple-choice questions. The same test is given to each team. This round lasts forty minutes. The test is taken by a four student team. Members may collaborate on the answers. At the completion of the test, the team's answer sheet and questions are returned to the proctor who will immediately grade the results. One point is awarded for each correct answer.
6. The rest of the contest consists of oral rounds. Oral rounds consist of fifty questions. The questions for a particular round are the same in each room. In each room there will be three teams, one reader (to read the questions, judge the answers) and one person to watch the timer and quiztron unit (buzzer) and keep score.
 - a. For each question, the reader will announce the question number, the category, and shall read the question. A repeat of all this information is called a complete reading of the question. Each question may be read completely only once; that is the total of the information the reader will provide. At any point while the question is being read, the teams may interrupt by "buzzing in". The reader stops immediately, marks the point in the question where interrupted, and the person watching the "buzzer" calls out the team

which has “buzzed”. One person from the recognized team must answer the question within fifteen seconds. The timer should tell the team when five seconds remain. There can be no discussion about the answer to the question among the team members, however team members may freely discuss WHO will answer the question. Only the first answer provided will be accepted. If the team member answers the question correctly, the team receives one point and the next question is asked to all three teams. If the answer is incorrect, there is no penalty.

If the first team to “buzz in” misses the question, the person watching the “buzzer” will recognize the next team to “buzz in” during this same interval or shall inform the reader to continue if no other teams have responded. After telling the reader to continue, the timer will reset the “buzzer” unit so the next team to respond will yield an audible buzz. If, however, a second team has buzzed during the same interval as the first team, that team will also have fifteen seconds to provide the answer once they are recognized. If they, too, provide an incorrect answer, the third team will have fifteen seconds to respond if they have “buzzed”. If the third team has not “buzzed”, the timer will tell the reader to continue while resetting the buzzer unit. The reader shall continue from the marked stopping point and read until the next buzz or until the question is read completely.

ONCE A TEAM HAS “BUZZED IN”, IT MAY NOT RECEIVE MORE INFORMATION ABOUT THE QUESTION. Any team who has not “buzzed in” can benefit by a complete reading of the question after all teams who have “buzzed in” have had their attempts. The reader resumes at the point where interrupted and continues until the next “buzz” or until the question is read completely.

The reader is the final judge on all answers as guided by the range of acceptable answers that have been decided at a readers’ meeting prior to the oral rounds of the meet. Readers shall adhere to this guidance to assure equitable treatment in all competition rooms. However, reasonable judgment on responses by teams that were not specifically considered shall be exercised by the reader; the intent is to reward knowledge as opposed to observe absolute adherence to a limited set of answers.

If the question is misread, mishandled, or otherwise rendered useless, the reader shall substitute for this question with one of the alternate questions supplied with each round. When a substitute question is used, all teams shall be eligible to compete for the substitute question regardless of whether a team had been disqualified from a question (for any reason) for which the substitute question is used. Substitute questions must be used in the order provided (Question 1 is used for the first need of a substitute, Question 2 for the second and so forth). If all substitutes for a given round are used, the reader shall revert to the unused substitute questions from a previous round or shall use questions supplied and labeled as EXTRA questions at the start of a meet. If no questions meeting these criteria are available, the round shall be paused and the reader shall consult the meet director.

7. Local meets at the league level may use the scoring protocols from the regional tournaments and the Colorado State Knowledge Bowl Tournament. This protocol requires that the round is paused at 20, 40, and 49 questions for score announcements prior to the final announcement at the end of 50 questions. Substitutions and brief consultations with coaches may occur with a pause after 25 questions. No score announcement is made after 25 questions.

However, some leagues depart from this protocol and announce scores after 25 and 49 questions plus at the end of the round with substitutions and consultation allowed after 25 questions. Other protocols as adopted and generally agreed within leagues may also be used at meets below the regional or state level.

8. After each round, the score generated by each team is added to their team scorecard. The accumulated total of the previous round(s) is used to assign each team to rooms for the next round. The top three teams will be placed in one room, the next three teams in another and so on. All teams participate in all rooms. No team is eliminated.
9. In case of a tie at the end of a round, the higher score for the round just completed shall be the tie breaker. If it is not possible to break a tie with this procedure, the scores of the immediately previous round shall be used to break the tie. This process shall continue, as needed, until all previous rounds including the written round have been used to break a tie. If this process cannot resolve a tie, then the tie shall be broken by a coin toss conducted by the tournament or meet director. However, after the final round of a meet or tournament, if a tie shall exist between teams, then that tie shall be broken in a head-to-head competition between the tied teams where the first team to answer three oral questions correctly shall be the winner of the tie-breaker round.
10. The team with the highest number of points at the end of the contest is declared the winner.
11. The director of any regular meet is instructed to report the results and scores for all teams competing to the Regional Director within which the meet occurs. The Regional Director may communicate this information to the Councilor - Communication, Colorado Knowledge Bowl. This information will be routinely posted on the web site for Colorado Knowledge Bowl if provided.
12. There are two situations that can adversely impact the meet. The first is absolutely fatal, and the second will require some really fast adjustments and MAY be fatal if additional questions are not available.
 - a. All students must see/hear the questions for the first time at the same time. Before the meet, questions must be extremely secure. Readers must hold the questions secure until the time they are read in competition. Readers may consult among themselves or prepare individually to properly read the question (pronunciation, inflection, cadence) but must otherwise not disclose the question content to anyone except another reader. If the questions ever get released, the integrity of the competition is lost. This is the fatal mistake.

- b. In a second error scenario, questions could get mixed up (i.e. someone reads the questions for round four during round two). The meet must stop immediately when this is discovered and the meet director shall decide if the round can be salvaged (perhaps only a few questions were read and substitute questions can be utilized in their place in all rooms; perhaps another fix is feasible). If the round cannot be salvaged, you may have lost two question sets and now the ability to successfully conclude the meet is in doubt unless more questions that have not been presented to any of the teams can be found and quickly inserted. This is extremely problematic for all involved. The easiest thing is to ensure that round 1 questions are read in round 1; round 2 questions in round 2 and so forth. Stress this with your readers at the meeting prior to the start of the oral competition rounds. Color coding the various rounds is a quick visual means of checking that each reader has the right questions for each round. You may also hold all questions in a single location and release them to the readers at the start of each round once the reader meeting prior to the oral rounds is concluded.
13. All teams must participate in all rounds. There should optimally be three teams in each room competing for each question. If a team leaves, or fails to show up, a make-up team of volunteers (usually other teams' alternates) can be used in competition. If a make-up team cannot be assembled, the meet director can elect to allow this room to proceed with a minimum of two teams. The question total is reduced to 33 questions for this room predicated on the assumption that an equally contested round of three teams would result in two teams with 17 points and one team with 16; thus a question reduction would allow this two-team room the same opportunity of a 17 to 16 point result for an equally contested round.
 14. Coaches or spectators are not allowed to interact with the team competing while the round is in session. During the midpoint of a round when substitutions are allowed, teams may consult with coaches briefly if this does not delay the continuance of the round.
 15. Appeals of rulings on individual questions are made to the reader PRIOR to the start of the next question in that round. The reader may consult with the timer/scorer prior to ruling on the appeal. A reader may ask for input from teams competing for the question, and a reader may solicit input from other members in the room to aid in making a ruling on a challenge. A reader may choose to abandon a question when challenged and allow all teams to compete for an alternate question. A reader may consider and reject the challenge while providing a reason for the ruling. The decision of the reader on any ruling related to a question is final. Only team members sitting at the competition table may challenge a ruling on a question; no alternates, coaches or spectators may challenge a question. Appeals on the overall conduct of the meet are made to the designated meet director and can be lodged by a coach, sponsor or another team representative.
 16. Once each team leaves a room, the round is completed and final. Scores will be checked by the captain of each team who will initial the score sheet. The score will also be checked by the scorer and the reader to declare the round complete.