

Westmont Mathematics Field Day

February 10, 2024

College Bowl Rules

The “College Bowl” consists of preliminary and final rounds. Teams from various schools compete against one another in several preliminaries. The two schools with the highest combined scores (this will be determined by the average preliminary round school if teams play an unequal number of rounds) then advance to the final round to determine the overall winner. Modeled after the College Bowl TV show, students work individually in an attempt to be the first to answer a series of short questions. After each such question, the team of the students who answered correctly gets dibs at solving a more difficult follow-up problem. The other team simultaneously works on the same problem, and will be given a chance to answer if the original team provides an incorrect solution.

1 Rules

No calculators are permitted. The round will begin with a “toss-up question” from the emcee. You will only have 45 seconds to answer this question, but press the buzzer control in front of you as soon as you know the answer. The first person doing so will win one point for his or her team if the answer is correct. If you press the buzzer control while the question is being read, the emcee will stop and you must answer based on what has been said so far. If your answer is incorrect, the opposite team will be given whatever time remains of the original 45 seconds to come up with a correct answer. No consultation with teammates is allowed for this question. Make sure you know the answer before you press the buzzer control. If, after pressing the buzzer control, the emcee judges that you are still working out the answer, your team will lose its chance to answer the question. If one team has “claim” to a toss-up question and the buzzer sounds, then the emcee will ask this team if they have an answer, after which they must respond immediately. If no team has claim to the question and no one buzzes in before the timer runs out, then neither team will be allowed to answer.

The first team to answer the toss-up question correctly will be given 2 minutes to work on a “follow-up” question. For this part, you are allowed and encouraged to work as a team. If the answer to this follow-up question is correct, your team will receive two points. If the answer is incorrect, the opposite team will be given a chance to answer. They will have whatever time is remaining of the original 2 minutes to come up with an answer. If one team has “claim” to a question and the buzzer sounds, then the emcee will ask this team if they have an answer, after which they must respond immediately. If the team answers incorrectly, the other team will then also be given a chance to answer, provided they have not already answered (under any scenario, each team may answer a maximum of one time). If no team has claim to the question and no one buzzes in before the timer

runs out, then neither team will be allowed to answer.

Note that for both the toss-up and follow-up questions that each team may attempt an answer a maximum of one time.

After the follow-up question is over, a new toss-up question is asked and the pattern will repeat. If no team answers the toss-up question correctly, both teams will be permitted to answer the follow-up question. The first team to solve the question correctly will be given two points. Make sure you press the buzzer control in front of you before giving your answer.

In order to guard against domination of this contest by any one player, any person who correctly answers a toss-up question will not be allowed to answer the next toss-up question. If a player who correctly answers a toss up questions buzzes or says an answer for the next toss up question, their team will lose the opportunity to answer the question.

Please pay close attention to the question. For example, if you are asked for the area of a rectangle, it is incorrect to report as your answer the length and width of the rectangle.

2 Timing/Presentation Process for Preliminary Rounds

Overall structure: 4 questions per round for 5 rounds for each of 9-10 and 11-12 grades

- Moderators enter team names (or this could be preprogrammed in)
- Toss-up question projected; reading begins. Timer starts when question is projected - 45 seconds.
- 10 second warning beep.
- Timer buzzes.
- Moderator accepts answers, shows the solution, and enters scores.
- Follow-up question projected; reading begins. Timer starts when question is projected - 2 minutes.
- The team that correctly answered the toss up is marked as having "priority" (it is possible that no team is marked)
- 10 second warning beep.
- Timer buzzes.
- Moderator accepts answers, shows the solution, and enters scores.

3 Timing/Presentation Process for Final Round - Differences

- Overall timer - 15 minutes (but having adjustable is great)
- Variable number of questions - but capacity for 10

4 Answer Formatting

- Denominators should be rationalized.
- Square roots should be fully simplified.
- Fractions should be fully reduced, although either improper fractions or mixed numbers are acceptable.
- Decimal, fraction, or percent forms are all valid unless one form is asked for specifically.
- Exponents should be positive.
- Units are **not** required unless they are asked for specifically.
- Answers should be exact, not rounded, unless rounding is asked for specifically.

An answer which is not in the required format will be considered incorrect.