

# **GALLAUDET UNIVERSITY**

## **High School Academic Bowl**

**for Deaf and Hard of Hearing Students**



# **2012**

## **Rules and Guidelines**

**Rules and Guidelines for  
the 2011 Academic Bowl Competition  
for Deaf and Hard of Hearing Students**

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## **1. INTRODUCTION**

The Rules and Guidelines booklet is written to govern the High School Academic Bowl Competition for Deaf and Hard of Hearing Students. The Academic Bowl has grown tremendously since its inception in 1997, and is currently in its 16<sup>th</sup> year.

## **2. OBJECTIVES**

The High School Academic Bowl for Deaf and Hard of Hearing Students (hereafter Academic Bowl) is an annual competition sponsored by Gallaudet University. It consists of a single Academic Bowl competition.

The purpose of the Academic Bowl is to foster the pursuit of academic excellence; promote a spirit of academic competition and good sportsmanship; and to encourage social opportunities for collegiality among students.

## **3. ELIGIBILITY**

### **3A. SCHOOL AND PROGRAM ELIGIBILITY**

The Academic Bowl is open to teams of high school students currently enrolled in recognized schools or programs for deaf and hard of hearing students in the United States. Schools or programs may be residential schools, day schools, mainstream programs, or any other type of educational program having high-school age deaf or hard of hearing students. The National Academic Bowl office shall determine what constitutes “recognized schools or programs.”

Where a single school or program does not have enough students to field its own Academic Bowl team, teams may be assembled by combining students from two or more schools or programs in reasonable proximity to each other. In some cases, as in a school in a rural area, the school may petition in writing, for special consideration by the AB office to include a larger radius. Other options are for a mainstreamed or home-schooled student to join the team of a local school or program for the deaf. All written petitions for special consideration will be considered by the National Academic Bowl office.

### **3B. INDIVIDUAL ELIGIBILITY**

All Academic Bowl participants must be deaf or hard of hearing. The Academic Bowl Executive Committee reserves the right to request verification from a school official of a member’s eligibility to play.

Academic Bowl participants must take all courses at the ninth grade or above. Students taking courses in the eighth grade and under are not eligible.

Academic Bowl participants may take college courses, but these courses must not constitute more than 50 percent of the student’s total course load. Students taking more than 50 percent of their courses in colleges are not eligible for the Academic Bowl competition.

A student’s eligibility for the Academic Bowl is limited to a total of 4 years. If a school offers a five-year program, a student may participate in the Academic Bowl for only four of the five years. Years of participation need not be consecutive.

### **3C. ACADEMIC ELIGIBILITY**

Each student on an Academic Bowl team must be in good academic standing as defined by the school, program, or school district, as of the date of the applicable competition. In particular, Academic Bowl participants must not be on academic probation, academic suspension, or the equivalent from the end of the previous grading period to the date of the competition. The National Academic Bowl office reserves the right to request verification from a school official that a member is/was eligible to play.

Where no eligibility requirements exist for extracurricular activities, such as clubs, the school should look to its requirements for athletic eligibility.

### **4. TEAMS AND NUMBER OF PLAYERS**

Every fall, the Gallaudet University Regional Centers and the National Academic Bowl office will provide information about registration to schools and programs within their regions. Registration is done online through the Academic Bowl website. For the 2012 competition, registration day will be on Wednesday, October 12 beginning at 6:00 p.m. Eastern Time. Admission to the competition will be based on the order in which the registrations are received.

Currently, the maximum number of teams that will be accepted into the Academic Bowl competition is 80 teams.

The National Academic Bowl office will send each registered team an email acknowledging registration. Any follow-up may be by U.S. Mail, fax, electronic mail, or other means. If a team's registration arrives after all team slots have been filled, that team shall be notified that they have been placed on a waiting list.

If any previously-registered team finds it must withdraw before the Academic Bowl competition, the first team on the waiting list shall be given the opportunity to take that slot. If that team declines or is unable to take it, the slot shall be offered to the second team on the waiting list, etc. Teams on the waiting list are encouraged to continue practicing, in the event of a team's late withdrawal from the competition.

Each team will have four players. Those four players must be on stage during each round of each match. Schools that are only able to field three players must use all three players in each round of each match. No team may compete with less than three players. The National Academic Bowl office asks that each team field four players with teams only being allowed to bring 3 players in extreme circumstances and with the approval of the National Academic Bowl office.

Teams must submit final written rosters of all students and coaches on or before February 3, 2012. Any roster changes after that date must be approved by the National Academic Bowl office.

The National Academic Bowl office recognizes that at some schools, additional students, teachers, or staff may have participated in school-based Academic Bowl type activities. However, only four players and two coaches may participate in the national competition. Any

additional people accompanying the team must travel and be accommodated at the school's expense. These additional people may not take any official role during the competition, sit with the team, wear team apparel, or participate in team discussions during timeouts and breaks between rounds.

The Academic Bowl program has a policy on additional adults or students, which is reproduced here: Schools may bring a maximum of two coaches and four players to the national competition. The Academic Bowl program cannot accommodate other adults or students.

If additional students attend the national competition for any reason, they must be accompanied by a chaperone or chaperones from their school. The team's coaches may not also serve as chaperones for additional students. The school is solely responsible for making travel, lodging, and meal arrangements for their additional students and chaperones.

Students not on the team and their chaperones cannot participate in meals, social events, or other activities specifically designated for the teams. They also cannot sit with the team during the competition or wear the same team apparel at any time, in or out of the competition venue. Gallaudet University assumes no liability for anyone except the designated coaches and players for each team.

## **5. POOL DRAWING**

For the 2012 competition, the procedure for the pool drawing will be as follows:

The 1<sup>st</sup> through 16<sup>th</sup> place schools from the 2011 National Academic Bowl competition will be the seeded teams and placed into eight separate pools lettered A through H. If one of the top sixteen teams from 2011 does not come to the 2012 competition, one of the next 64 teams will be randomly drawn. The remaining teams (teams 17 through 80) will then be randomly drawn into the pools. Some pools may have more teams than other pools, depending on the final number of teams coming to the competition. For example, if there are 78 teams, there will be 2 pools of 9 teams and 6 pools of 10 teams. The pool drawing will be streamed live on the Academic Bowl website in early 2012.

## **6. COACHES**

Each team must bring one coach, but is encouraged to bring two. If there are two coaches, the school or program must designate one of these coaches as the primary contact person.

The Coach's role is to:

- prepare the team for the competition;
- chaperone and supervise the team during travel and free time;
- advise, rally, and support the team during breaks between rounds and matches;
- determine the order in which players sit and answer questions during Round 2;
- call timeouts; and
- make decisions about roster changes.

During the two-minute break between rounds and during timeouts, coaches may advise, support, and counsel their teams. At all other times during a match, coaches must watch their teams from assigned seating, incommunicado.

Coaches may take notes during the competition as part of their coaching strategy.

## **7. FUNDING AND TRAVEL ARRANGEMENTS**

The National Academic Bowl office will fund up to four (4) players, and up to two (2) coaches from each school. This includes hotel, transportation during the competition and all meals during the designated competition period (Thursday dinner to Monday dinner). Meals, while in transit and before or after the competition period, are the school's responsibility. All costs for any additional people traveling in addition to the 4 players and 2 coaches allowed from each school participating in the national competition will be the responsibility of those individuals or the school. Transportation to/from the schools and Washington, D.C. will be at the schools' expenses. Schools will also be expected to pay a \$250 fee to help offset Academic Bowl operating costs. This \$250 fee is non-refundable.

## **8. PLAYER ILLNESS**

Barring sudden illness or other emergencies, all players are expected to remain in the competition room for the entire match. Should a player need to be removed from a team during a round, the team may continue with 3 players on stage. Should the number of players drop below three at any time during a match, the team forfeits the match.

A player who leaves during a round may not return during that round, but may return for subsequent rounds during the match.

## **9. ACCESSIBILITY ACCOMMODATIONS**

Advance notification of all accessibility accommodations is required by January 13, 2012 to allow appropriate accommodations to be made, and to ensure that the accommodation does not give any individual or team an advantage over any other individual or team.

**Interpreters** – Students may request interpreters to aid in orientation, during introductions and objections, and other special circumstances. Because the competition itself is visual, interpreters will not be used during the actual showing of questions and answers.

**Vision and Perception** - A player may request accommodations for a vision or perceptual impairment: for example, the need for a font style, size, or color change, a background color or intensity change, or large-print final round answer sheets. An interpreter may also sit next to the student to help facilitate communication if needed.

**Other Additional Disabilities** - A player may request accommodations for any other additional disability: for example, a player who uses a wheelchair may need to play all matches in an accessible setting.

All other situations requiring special accommodations should be brought to the attention of the National Academic Bowl office by January 13, 2012. It is strictly required!

If a registered school or program changes its roster between registration and January 13, 2012, and the new player requires special accommodations, the National Academic Bowl office must be informed of this immediately and will do its best to meet the needs of the student if requests are made after the deadline.

## **10. MATCH FORMAT**

### **10A. ROUNDS AND NUMBER OF QUESTIONS**

Each match shall consist of three rounds, designated Round One, Round Two, and the Final Round. All three rounds are played consecutively, with two-minute breaks in between to allow the coaches to advise, support, and counsel their teams.

In Preliminary matches, Round 1 will consist of 12 Toss-up questions, plus one Bonus question for each correctly answered Toss-up question, for a total of 24 possible questions. Round 2 will consist of 12 questions, and the Final Round will consist of 10 questions.

In Nationals and Playoff matches, Round 1 will consist of 16 Toss-up questions, plus one Bonus question for each correctly answered Toss-up question, for a total of 32 possible questions. Round 2 will consist of 16 questions, and the Final Round will consist of 10 questions.

In the Championship match, Round 1 will consist of 20 Toss-up questions, plus one Bonus question for each correctly answered Toss-up question, for a total of 40 possible questions. Round 2 will consist of 20 questions, and the Final Round will consist of 15 questions.

### **10B. QUESTION CATEGORIES AND SCORING**

#### **Round One**

For Preliminary matches, the number and categories of questions used in Round One are listed below. They will be presented in any order.

The Arts 1

Current Events 1

Deaf Studies 1

Language and Literature 2

Mathematics 2

Popular Culture, Leisure, and Sports 1

Science and Technology 2

Social Studies 2

For Nationals and Playoff matches, the number and categories of questions used in Round One are listed below. They will be presented in any order.

The Arts 1

Current Events 2

Deaf Studies 1

Language and Literature 3

Mathematics 2

Popular Culture, Leisure, and Sports 1

Science and Technology 3

Social Studies 3

For the Championship match, the categories and question proportions of 16 Toss-up questions are the same as the list above. The remaining 4 questions may be from any category, in any proportion. For example, 4 questions could be taken from the Mathematics category and mixed with the other 16 questions. Or 2 questions could be from Social Studies and 2 questions from Language and Literature and then mixed in with the other 16 questions.

For all Round One questions, the category is displayed before each Toss-up question. The Bonus question will always be from the same category and generally will be related to the Toss-up question in some way.

Each of the Toss-up questions is worth 2 points. Each of the Bonus questions is also worth 2 points.

Scoring on a question is all or nothing. Partial scores are not given for partially correct answers and there is no penalty for incorrect answers. A bonus question is not shown after an incorrectly answered Toss-up question.

## **Round Two**

Both teams answer each question, and thus earn 2 points for each correctly answered question. Scoring on a question is all or nothing. No partial score is given for partially correct answers. Questions in Round Two will generally be easier and will include more multiple-choice questions than those in Rounds One and Three.

Questions will come from any of the categories listed below, and in any order and number. Unlike Round One, the category slide will not be displayed before each question.

The Arts

Current Events

Deaf Studies

Language and Literature  
Mathematics  
Popular Culture, Leisure, and Sports  
Science and Technology  
Social Studies

## **Final Round**

In Preliminary, Finals, and Playoff matches, this round consists of 10 questions. Both teams answer each question, and thus both teams can earn points for answering questions correctly.

Questions will come from any of the categories listed below, and in any order and number.

The Arts  
Current Events  
Deaf Studies  
Language and Literature  
Mathematics  
Popular Culture, Leisure, and Sports  
Potpourri  
Science and Technology  
Social Studies

A ninth category, called **Potpourri**, is multidisciplinary. All questions will be related to a single theme, but may cross category lines.

The category and instructions are shown at the beginning of the Final Round. Each of the 10 questions is worth 3 points, for a possible score of 30 points per team. Scoring on each question is all or nothing. No partial score is given for partially correct answers.

In the Championship Match, this round consists of 15 questions. Each of the 15 questions is worth 3 points, for a maximum possible score of 45 points per team.

## **11. MATCH PROCEDURES**

### **11A. ROUND ONE PROCEDURE**

Both teams play Toss-up questions. The Gallaudet Officer will hold up YES or NO cards for each team indicating correct/incorrect answers. If a Toss-up question is answered correctly the team is awarded 2 points and a Bonus question in the same category is given to that team.

If Team A's answer to the Toss-up question is incorrect and Team B answers the Toss-up correctly on the rebound, then Team B will be given a Bonus question.

Only the team that answered the Toss-up correctly may play the Bonus question. If the team answers the Bonus question correctly, it is awarded an additional 2 points.

If both teams answer the Toss-up question incorrectly, no points are awarded to either team and the correct answer is then displayed. Unused Bonus questions and answers are not displayed.

Toss-up Questions fall into two categories - the Non-Math category and the Math category.

**Procedure for Non-Math Category questions in Round One:**

- a. The category is displayed on the main screen, followed by the question.
- b. There is no time limit for these categories so the on-screen timer is not used. Moderators will use their judgment on how long teams have to answer the questions.
- c. Once the question is displayed, a player from Team A or Team B may buzz in. The player will then be recognized by the moderator, and must immediately answer the question. If a player on Team A buzzes in first, that player is the only team member allowed to answer the question. Other players on the team may not communicate in any way with that person, including nudging, rapping the table, writing, or by using other nonverbal methods, until the answer is complete and has been displayed.
- d. The player on Team A cannot write on the dry erase board before he/she buzzes in. If this occurs, the answer will not be shown, but the question will be shown to Team B for an opportunity to answer.
- e. Players on Team B are not allowed to write any answers while waiting to see what the answer is from the player on Team A. Proctors will watch both teams to enforce this. If the Team B players write before they buzz in, that team's answer will not be shown.
- f. If a player on Team A is the first to buzz in, the question will disappear. When the player on Team A hands in his/her answer on the dry erase board, the question will again appear on the screen for all to see and remain on the screen until it is time for the official answer to be shown.
- g. If the first person to buzz in on Team A does not answer the Toss-up question correctly, the question rebounds to Team B. For rebound questions, the first player on Team B who may know the answer must first buzz in and then write in an answer following the same procedure described above. Team B is not allowed to write anything while Team A is attempting an answer. On a rebound, the question will remain on the screen until the moderator asks for the official answer to be shown.

**Procedure for Math Category questions in Round One:**

- a. The on-screen timer is set to 30 seconds.
- b. Players are responsible for monitoring the remaining time on the on-screen timer.
- c. The questions are displayed for the entire 30 seconds; they disappear when the on-screen timer runs out.

- d. Players must perform any necessary computations, write the answer, and take their markers off the dry erase board before buzzing in, all within 30 seconds.
- e. Even if Team A buzzes in first with an answer, Team B should continue to do their calculations. The answer for Team A will be shown immediately on the projector.
- f. While Team A's answer is being shown, Team B continues to work on the math question. If a player on Team B finishes before the 30 seconds has expired, that player should hold up his/her dry erase board for the proctor to identify. The proctor will note which player holds his/her dry erase board up first.
- g. If the answer from Team A is incorrect, the proctor for Team B will inform the moderator which player from Team B completed the question within the time frame first and that player will be allowed to hand in his/her dry erase board.

**Procedure for Bonus questions in Round One:**

- 1. Bonus questions are discussed and answered by the team as a whole.
- 2. Thirty seconds are allowed for Mathematics questions, and twenty seconds for all other categories. The time limit includes reading, discussing, computing and answering. Players are responsible for monitoring the time on the on-screen timer.
- 3. There is no buzzing-in on Bonus questions, nor is there a rebound to the other team for incorrect answers.
- 4. Writing of the answer must be completed before the on-screen timer expires. An answer that is incompletely written when the on-screen timer expires is considered the same as an incorrect answer.
- 5. Written answers may be changed by other team members during team discussion, provided that these changes are completed within the time limit.
- 6. A correct answer to the Bonus question results in two additional points being awarded to that team.

**11B. ROUND TWO PROCEDURE**

- 1. Before the round begins, the coaches will assign players to Seat 1, Seat 2, Seat 3, and Seat 4. Seat 1 will be the seat closest to the Gallaudet Officer's table. Players do not have to sit in the same order as in Round One or the Final Round. Difficulty of questions is not related to seating order.
- 2. In the Preliminary matches, each player in Round Two will receive three questions. If a team has three players, each player will receive four questions. In the Nationals matches,

each player will receive four questions. In the Championship match, each player will receive five questions.

3. Questions are displayed, and then answered by individual players in rotation: Player 1 from each team answers Question 1, then Player 2 from each team answers Question 2, etc. Each question will be displayed for 20 seconds. The player on each team who is answering the question writes the answer on their dry erase boards. When 20 seconds are up, each answer will be shown in turns on the projector. The Gallaudet Officer will hold up YES or NO cards for each team indicating correct/incorrect answers. Teams are awarded 2 points for each correct answer.
4. An identifying marker, provided by Gallaudet, will be placed in front of the team member answering the question.
5. The round will be run similar to a “lightning” round where the moderator will move quickly from question to question. As soon as the 20-second time limit is up on a question, answers will be given, markers moved, scores added, and the next question displayed.

#### **11C. FINAL ROUND PROCEDURE**

1. The Final Round is a timed, team-discussion round. Two minutes (120 seconds) are allowed in the Preliminary, Nationals, and Playoff Matches, and 3 minutes (180 seconds) in the Championship Match.
2. Final Round questions may take any format: multiple-choice, picture identification, matching, single- or multiple-word answer, etc.
3. If the room set-up allows it, team members may move their chairs to the end of the table to facilitate discussion. Another option is for each team to use clipboards provided by Gallaudet. The team moves their chairs in a circle away from the table. The team writes the answers on the answer sheet using the clipboards.
4. Before the Final Round begins, the proctors will open envelopes with sets of answer sheets, each containing one colored answer sheet and three identical white copies of the same sheet. The white sheets are used as “scratch” paper and the team’s official answers must be written on the colored answer sheet.
5. The moderator will ask the PowerPoint operator to show the category. The moderator will then ask the PowerPoint operator to show the instructions. Once the members of both teams have had enough time to read the instructions, the moderator will ask the proctors to place the papers face down on their teams’ tables, with the envelope on top. The moderator then will tell the teams to begin. The clock will start and teams will begin working. While the players are working on the questions, the questions are displayed on the main screen.

6. When time expires, the proctor collects the white and colored answer sheets from the teams. The moderator asks the proctors to show the answers to Question 1 while covering the other answers. The Gallaudet Officer will hold up YES or NO cards for each team indicating correct/incorrect answers, similar to the procedure in Round Two. The scorekeeper adds three points for each team with a correct answer. The moderator then directs the proctor to move to Question 2 using the same procedure as above. This continues until all 10 questions have been shown and scores added.
7. Any objections by players will be noted by the Gallaudet Officer and held until the end of the round. Objections will be handled the same way as Rounds One and Two and will follow the procedures explained under **Section 20** entitled “Objections”.
9. There is no deduction or penalty for incorrect answers.
10. After Question 10, the moderator announces the final scores and the winner.
11. The proctors will place all the answers from the three rounds into the final round envelope and hand it to the Gallaudet Officer immediately following the conclusion of the match.

## **12. RULES DURING MATCHES**

### **12A. ROUND ONE**

#### **Toss-up Questions:**

1. All answers must be written on dry erase boards for projection onto the screen.
2. Answers that are communicated in any way other than writing will not be accepted.
3. The player answering the question passes the answer to the proctor for display onto the screen. Other team members may not add to or alter the answer while it is being handed down. Any alteration by anyone other than the original writer results in an incorrect answer.
4. Once the dry erase board has left the hands of the player who wrote it, that answer is considered final and may not be taken back for corrections or additions by any player at any time.
5. Changes, strikeouts, and corrections must be clear. If changes make the answer ambiguous or illegible, the Gallaudet Officer will rule it incorrect. If there is any writing on the paper that is not relevant to the answer, it must be marked out so the Gallaudet Officer does not have to guess at which answer is intended. Another option is for the player to circle the correct written answer so the Gallaudet Officer can clearly distinguish the final answer.
6. While this is not a handwriting competition, answers must be written legibly. See Section 17 on Legibility for more information.

## **Bonus Questions:**

1. The rules for Bonus questions are the same as for the Toss-up questions with a few exceptions. All players on the team are allowed to discuss the answer and any player can make additions or changes to the answer on the dry erase board before time expires.

## **12B. ROUND TWO**

1. Other players on the team may not communicate in any way with the player who is answering the question or with each other, including nudging, rapping the table, or other verbal and nonverbal methods, until the answer is complete and has been shown. Proctors will watch the team to enforce this. The moderator will give a team one warning if any communication occurs. The second time the same team tries to communicate will result in points not given for that answer.
2. Other members on the team are not allowed to inform their teammate that time is almost expired, except when this accommodation has been approved.

## **12C. FINAL ROUND**

1. The team may wish to select one person with neat handwriting to write all answers on the colored answer sheet. However, any member of the team can make any changes on the colored sheet as long as time has not expired. The rules in **Section 17: Legibility** regarding changes, corrections, and strikeouts apply to this round as well.

## **13. COMPLETION OF A MATCH**

### **13A. WINNING A MATCH**

The team with the highest point total wins the match. If a match ends in a tie, the tie is broken by playing a Tiebreaker Round. The format is the same as the Final Round except there are five questions worth three points each that must be answered within a one-minute time limit. Each Tiebreaker Round will be Potpourri, which means the five questions can come from any category. Before the Tiebreaker Match, there will be a two-minute break for coaches to meet with their teams. If the teams are still tied at the end of the Tiebreaker Round, more Tiebreaker Rounds will be played until there is a winner.

### **13B. OFFICIAL COMPLETION OF A MATCH**

During the match, the Gallaudet officers will communicate with the Gallaudet Officially Designated Supervisors if answers deviate from any of the answers shown on the official answer key. This will allow all Gallaudet Officers to know what exceptions and corrections have been made and to ensure consistency across the competition.

Scores and team standings are not final until approved by all Gallaudet Officers. The Gallaudet Officially Designated Supervisors has the right to change an error in the questions or correct a mistake by a Gallaudet Officer. Although rare, this correction could include calling teams back into the room to replay a question, or informing the head coaches that their teams' scores have been revised. Once scores are posted, they are considered final and official.

## 14. QUESTIONS

All questions are developed by the Academic Bowl staff, purchased from firms specializing in providing this service, and/or obtained from other sources.

Every effort will be made to include questions that reflect the diversity of the United States and the world. These questions may appear in any category.

In Rounds One and Two, questions will be drawn from the following eight categories, listed alphabetically below. In the Final Round, a ninth category, called Potpourri, is added.

**The Arts (A):** Questions are about art, including drawing, painting, sculpture, ceramics, architecture, crafts, photography and other graphic arts. Questions may ask for identification of paintings or sculptures; artistic periods or genres; theatre production, performance, and techniques; or music, without necessarily being familiar with the music or other hearing-dependent factors involved. Music would include questions that do not require hearing the lyrics or songs, but would include, for example: associating the Beatles with the 1960s, and knowing that Ludwig van Beethoven was deaf and identifying some of his works by name.

**Current Events (CE):** Questions are about notable news events that have occurred since the previous April (i.e. April 2011 for the 2012 competition). The *USA Today* newspaper is a good source, but not the only one, for finding current event questions. Most current events questions will be drawn from within the previous four month period prior to the competition. However, depending on the topic, a Current Events final round may occasionally include some questions that are older than one year but are still considered current news. For example, a final round on the death of Michael Jackson may include some of his life accomplishments that were printed in newspapers and shown on television for several days following his death and funeral, as well as recent developments with his family and estate. Although the events of his life are not current, the news reviews of his life are current.

**Deaf Studies (DS):** Questions are about the history and culture of deaf people, facts and trivia about notable deaf people, hearing and hearing loss, amplification, assistive technology, cochlear implants.

**Language and Literature (LL):** Questions include English grammar and syntax; vocabulary, literary terms; questions about literary periods, works, authors, characters; and theatrical plays.

**Mathematics (M):** Questions may involve computation and four-function calculators are provided. These questions will come from arithmetic, general mathematics, algebra, geometry, trigonometry, pre-calculus, and probability and statistics. Other questions will involve identification of algebraic or geometric properties, postulates, theorems, or laws, or of famous mathematicians, and will not involve computation.

**Popular Culture, Leisure, and Sports (PC):** Questions are those that any culturally-literate person should be expected to know. For example, a culturally literate person would know that *Gone with the Wind* was both a best-selling novel and an Academy Award-winning film.

Questions may come from television, film, theater, the Internet, recreational activities, games of skill and chance, athletics, and individual and team sports.

**Potpourri (PO):** This category is multidisciplinary; questions will all be related to a single theme, but may cross category lines. For example, all answers in a given Final Round may start with the letter “v”, or all may have the word or root “red” in them, or all may contain a set of double letters.

**Science and Technology (ST):** Questions include general science, astronomy, biology, chemistry, earth and environmental science, geology, physics, and computer technology.

**Social Studies (SS):** This category includes economics, geography, cultures, United States and world history, United States and world government and government systems, famous individuals and groups, armed conflicts, etc. Geography questions are about landmarks, cities of the world, land masses, bodies of water including streams, rivers, lakes, seas, and oceans, the poles, longitude and latitude, etc. Both United States and world geography are included in this category. Geology-related questions are not included in this category. Economics questions are about business, finance, stock markets, etc. Government questions are about government systems, well-known political figures of the past and present, etc.

Some questions may appear to “fit” in more than one category. This is to be expected. Gallaudet Officers will not accept objections based on what is perceived to be an incorrect or inappropriate category placement.

## 15. REFERENCE MATERIALS

During the competition, Gallaudet officers may consult reference materials if there appears to be an answer other than what is on the official answer key. The two official references that will be used during the competitions are the current edition of *the World Book Encyclopedia* and *Merriam-Webster’s Third New International Dictionary, Unabridged*. Other references and sources may be consulted as necessary, including online references.

**Deaf Studies.** Deaf Studies questions are drawn from a wide variety of different sources. Here are some suggested reference materials:

*Gallaudet University Library Deaf-Related Resources:*

[http://library.gallaudet.edu/Library/Research\\_Help/Deaf\\_Research\\_Help.html](http://library.gallaudet.edu/Library/Research_Help/Deaf_Research_Help.html)

Carroll, Cathryn and Susan Mather (1997). *Movers and Shakers: Deaf People Who Changed the World*. San Diego, CA: Dawn Sign Press.

Marschark, Mark, and Patricia Spencer (2003). *Oxford Handbook of Deaf Studies, Language, and Education*. USA: Oxford University Press.

Moore, Donald, and Margery Miller (2009). *Deaf People Around the World*. Washington, DC: Gallaudet University Press.

Turkington, Carol, and Allen E. Sussman (2003, second edition, updated). *The Encyclopedia of Deafness and Hearing Disorders*. New York: Facts on File.

In certain situations, the Gallaudet Officer may wish to involve members of the Gallaudet Officially Designated Supervisors and content-area experts. The Gallaudet Officer may change an answer or add to an answer on the official answer key based on verified information.

Coaches, players, and audience members are not to be included in the discussions held while the Gallaudet Officers search reference materials. Any addition or change to the official answer key will be announced by the Gallaudet Officer, and no further objections to the findings will be allowed.

## **16. CALCULATORS**

The use of four-function calculators is permitted for any question in any round. Academic Bowl staff will place four calculators on each team table, one for each player. All calculators will be standardized across all rooms. Each calculator will have the four basic arithmetic functions (+, -, ×, ÷) plus memory, percentage, and square root keys. Calculators or computing devices not provided by the Academic Bowl staff are not permitted.

## **17. LEGIBILITY**

While this is not a handwriting competition, answers must be written legibly. If the Gallaudet Officers cannot determine from the writing what the intended answer is, the answer is incorrect. Players will not be asked, since they may have had a chance to rethink their answer.

Handwriting samples are required of all players. A handwriting sample form will be posted on the **Coaches' Corner** for coaches to download and give to their players. Teams are to bring the samples with them to the Academic Bowl competition.

Players should still review their handwriting with their coaches for any possible problems with legibility or stylistic quirks, and give handwriting samples to the Gallaudet Officers before each match. If questions arise during the competition about writing quirks not already disclosed, acceptance or rejection of an answer will be solely at the Gallaudet Officers' discretion.

Some players have a tendency to write in all capital letters. If that player answers a question that requires a proper noun, the player must make the first letter a very large capital letter, such as "WASHINGTON" so the Gallaudet Officer can clearly see the intent of the answer. It is entirely the Gallaudet Officer's discretion whether the word looks like a capital letter or not.

No handwriting quirk, whether previously communicated or not, exempts a player from the rules for valid answers.

## **18. RULES FOR ACCEPTABLE ANSWERS**

**Official Answers:** The answers on the official answer key and in the PowerPoint display on the main screen are underlined. Optional parts of the answer are not underlined.

Example:

Question: “How many feet are in one mile?”

Answer: 5,280 feet, where the digits 5 and 280 are required, but the thousands separator comma and the word *feet* are not required. 5,280 alone, 5,280 feet, or 5,280 ft. also would be accepted.

Every attempt is made during question development to anticipate all possible valid alternate answers and alternate spellings. These alternate answers, if any, will be shown in the official answer. If a player manages to come up with an unforeseen variant that is plausible, the Gallaudet Officer will have to use their knowledge and judgment whether or not to accept it. In general, the Gallaudet Officer will rule in favor of the official answer and reject the variant. The Gallaudet Officer can also check with the official references during the two-minute break between rounds or during the round.

**Spelling:** All answers must be spelled correctly. A misspelled answer is incorrect, even if it is obvious what word or name is meant. Gallaudet Officers will not indicate whether or not an answer contains a misspelling; only whether or not it is correct.

**Capitalization:** All proper nouns must be capitalized correctly. An answer with incorrect capitalization is wrong, even if it is obvious what word or name is meant. Correct capitalization must include any embedded capital letters (for example, l’Enfant or DeWitt). Because of the rules that apply to capitalization and punctuation, proper-noun answers written in all-capital letters of the same size are *not* acceptable, unless they are acronyms or initialisms (see below). Answers that are not proper nouns need not be capitalized, and will be accepted with or without capitals.

**Titles of Books, Movies, Plays:** When writing the title of a book, movie, play, story or poem, the title will be accepted without the first word if it is an article (“A” “An” “The”). Here are some examples:

*The Catcher in the Rye*  
*A Tale of Two Cities*  
*The Great Gatsby*  
*An Enemy of the People*

Embedded articles and any other words that are part of the customary or official title must be included to make the answer correct. **They must also be properly capitalized and punctuated.** Here are some samples:

**Acceptable answer:**

*From the Earth to the Moon*

**Unacceptable answers include:**

*From Earth to Moon*

*From Earth to the Moon*

*From the Earth to Moon*  
*From The Earth To The Moon*

**Acceptable answer:**  
*Angels and Outcasts*

**Unacceptable answers include:**  
*Angels, Outcasts*  
*Angels And Outcasts*

**Acceptable answer:**  
*One Flew Over the Cuckoo's Nest*

**Unacceptable answers include:**  
*One Flew Over Cuckoo's Nest*  
*One Flew Over Cuckoo Nest*  
*One Flew Over The Cuckoo's Nest*

An added word anywhere in a title, regardless of whether it's an article or another word makes the answer wrong. Some examples of unacceptable titles include:

*The Sesame Street* (should be simply *Sesame Street*)  
*The Grapes of the Wrath* (should be simply *The Grapes of Wrath*)

Additionally, all questions require the American title unless otherwise indicated.

**Acceptable answer:**  
*Harry Potter and the Sorcerer's Stone* (original USA title)

**Unacceptable answer:**  
*Harry Potter and the Philosopher's Stone* (original UK title)

**Abbreviations:** Most answers require a full word answer; however, some abbreviations are acceptable. Unless otherwise indicated in the question, some examples of acceptable abbreviations are acronyms and initialisms that use all capital letters, such as:

NAACP  
NATO  
USA  
FBI

WWII or WW II for World War II (The abbreviation "WW2" is not acceptable for World War II. The World Wars must be followed by the appropriate Roman numeral; this is the official abbreviation for "World War II" as designated by various publishing style guides.)

Almost all abbreviations have numerous variations in the use of periods and capitalization. Most of the abbreviations in our official dictionary, the Merriam-Webster Dictionary, are listed without periods. To follow our official reference, we will not require periods in abbreviations in our list of acceptable answers. Some examples include: a.m. and p.m. or A.M. or P.M. The official answer may include the periods, but they will not be underlined. (e.g., U.A.E. or N.A.D.)

When writing answers for U.S. states and territories, either the full name or the Postal Service two-capital-letter abbreviation are the only two acceptable answers. Periods and lower case letters used in the two-capital-letter abbreviation are not acceptable. See the following link for more information: [http://www.usps.com/ncsc/lookups/abbr\\_state.txt](http://www.usps.com/ncsc/lookups/abbr_state.txt)

**Acceptable answers:**

California or CA  
Connecticut or CT

**Unacceptable answers:**

Ca., C.A., Cal., Calif.  
Ct., C.T., Conn.

Names of Canadian provinces and territories must be spelled out. Abbreviations are not accepted.

**Tenses and Plurals:** Answers must be consistent with the tenses and plurals used in the questions. For example, if a question asks to fill in the missing word in “The buck \_\_\_\_\_ here”, the correct answer is stops. “Stop”, “stopped”, etc. would not be acceptable. If a question asks: “Name the four-legged mammals that are most often ridden by humans for recreation,” the correct answer is horses. The plural word “mammals” in the question signals that the answer must also be plural.

**Diacritical Markings:** Because English does not use diacritical markings, such markings in foreign words or names will not be required, unless the question specifies otherwise. However, if a contestant adds diacritical markings, they must be correct, or the whole answer is wrong. The official answer will show any diacritical markings. Examples include:

exposé  
Nicolae Ceaușescu  
Penélope Cruz  
Alexander Dubček  
Peter Høeg

In the case of languages, such as German or Finnish, that use alternate spellings if diacriticals are omitted, that alternate spelling is also accepted. This alternate is also shown in the official answer. Examples include:

Duerer for Dürer  
Kimi Raeikkoenen for Kimi Räikkönen

**Alternate Spellings:** Frequently, foreign names – particularly those based on an alphabet other than Latin – will have several alternate spellings due to various phonetic translations. In addition, various cities and countries have changed their names from a previous colonial spelling to a newer spelling more true to the native language. When this occurs, the answer will include several commonly-accepted alternate spellings, all of which are equally acceptable.

**Acceptable Answers:**

Hong Kong or Hongkong

Mumbai or Bombay

Myanmar or Burma

Mao Tse-Tung or Mao Zedong

**Personal Names:** When an answer is a personal name, normally only the last name is required for the answer, unless the question specifically states otherwise. Players may choose to add first and/or middle names, but if they do so, those additional names must be correct also, or else the entire answer is wrong. When doing so, first names **must** be spelled out, not initialized, unless the person is known best by such initials.

Question: “Who is best known for writing a fantasy saga featuring short people protecting jewelry?”

**Acceptable answers:**

John Ronald Reuel Tolkien or J.R.R. Tolkien

**Unacceptable answers:**

John Tolkien

J. Tolkien

R. Tolkien

J.R. Tolkien

J.r.r. Tolkien

Question: “Who was the first elected president of the United States?”

**Acceptable answers:**

George Washington or George Herman Washington or Washington

**Unacceptable answers:**

G. Washington

H. Washington

Herman Washington

George H. Washington

Goerge Washington

In several cases, U.S. presidents have shared the same surnames. In such a case, differentiating information **must** be included, and this information **must** be fully spelled out.

Question: “Which U.S. president is best known for establishing the New Deal?”

**Acceptable answers:**

Franklin Delano Roosevelt or Franklin D. Roosevelt

**Unacceptable answers:**

F. Roosevelt  
Roosevelt  
F.D.R.  
T. Roosevelt  
Theodore Roosevelt  
Teddy Roosevelt

In the rare instances that two individuals who may fit the parameters of the question and share the same first and last name, the middle name (if there is one) must be included; middle names that are fully spelled or initialized will be accepted.

**Examples:**

George H. W. Bush or George Herbert Walker Bush, and George W. Bush or George Walker Bush

John Adams and John Quincy Adams or John Q. Adams

Nicknames are also accepted if those nicknames are commonly used to refer to the specific president. Nicknames for other heads of state, past or present, are not accepted unless specifically requested.

Question: “Which president was recently acclaimed for creating the first budget surpluses in 60 years?”

**Acceptable answers**

William Jefferson Clinton or Bill Clinton or William Clinton

**Unacceptable answers:**

B. Clinton  
W.J. Clinton  
Will Clinton

Certain exceptions are made for people who are best known by their first names, as for example, some Medieval and Renaissance personalities, some members of royalty, and some entertainers. In these few cases, first names alone will be accepted and underlined in the official answers. If a player chooses to include a surname or a last name, it must be spelled correctly.

**Examples include:**

Michelangelo (for Michelangelo Buonarroti)  
Beyonce (for Beyonce Knowles)  
Galileo (for Galileo Galilei)  
Napoleon (for Napoleon Bonaparte)

For most heads of state, the title does not have to be included in the answer but the number, if any, must also be included. If the head of state in the question has earned such distinction as to be definitive of the name, the number is not required.

**Examples include:**

Tsar Nicholas II  
King George III  
Queen Elizabeth I or Elizabeth II  
King Louis XIV or Louis XVI  
Pope Benedict XVI  
Cleopatra VII (for Cleopatra)  
Napoleon I (for Napoleon Bonaparte)  
Napoleon II

In some cases, a person may be known by a name different from his or her given name. In such cases, the given and current alternate name will be accepted.

**Examples include:**

Eminem or Marshall Mathers  
50 Cent or Curtis Jackson  
Billy the Kid or Henry McCarty  
Malcolm X or Malcolm Little or El-Hajj Malik El-Shabazz

All names must be written out. Commonly-recognized initials instead of people's full names are not acceptable.

**Examples of unacceptable answers:**

JFK  
LBJ  
MLK Jr.

Generational suffixes are not required in an answer, but can be included in the answer unless two different generations are equally well-known. If a generational suffix is used, it must be correct or the answer will be wrong. For example:

**Acceptable answers:**

Dale Earnhardt, Sr. or Dale Earnhardt, Senior  
Dale Earnhardt, Jr. or Dale Earnhardt, Junior  
Martin Luther King, Jr.  
Orel Hershiser IV  
Vince McMahon, Sr. or Vince McMahon, Senior

**Unacceptable answers:**

Martin Luther King, Sr.  
George Bush, Jr.

**Filling in Answers:** Some questions ask players to complete a sentence, phrase, idiom, or saying. For example, if a question asks “Complete this popular saying, “Break a \_\_\_” The answer is leg, and players are expected to write their answers using the correct capitalization. For the above question, Leg would not be an acceptable answer.

**Other examples include:**

“\_\_\_\_\_, my dear, I don’t give a damn.” Answer: Frankly

“Four legs good, two legs \_\_\_\_\_!” Answer: bad

**Hyphens in Answers:** Some book titles have hyphens, like Catch-22 and Moby-Dick. We will not require hyphens in the book titles. The same applies for people who have two last names such as Jane Doe-Smith. We will not require hyphens in those answers as well.

**Mathematics and Science Answers:** All answers must be written in digits unless otherwise specified.

**Example:**

Question: “What is 1+1?”

**Acceptable answer:**

2

**Unacceptable answer:**

Two

**Lowest terms:** All math and science answers are expected in lowest terms unless otherwise stated in the question. For example:  $1/6 + 1/6 = 2/6 = \underline{1/3}$ . Although  $2/6$  is a possible answer, it is not the answer in lowest terms and therefore it must be reduced to  $1/3$ .

**Units:** If a question does not include the unit, then the unit must be added to the answer.

Example:

Question: “The measures of the five angles in a pentagon are  $x$ ,  $x$ ,  $2x$ ,  $2x$ , and  $3x$ . What is  $x$ ?”

**Acceptable ways to write a unit in the answer include:**

60 degrees, or 60 deg., or 60°

If a question includes the unit, then the unit does not have to be added in the answer.

Example:

Question: “If two angles of a triangle measures 48 and 62 degrees, how many degrees is the third angle?”

**Answer:** 70

**Other examples of acceptable units' abbreviations are:**

9 feet, 9 ft., 9'

10 ounces, 10 oz.

12 inches, 12 in., 12"

100 degrees Celsius, 100°C, 100 deg. C

**Note: With math and science answers, students who write anything other than the answer on the dry erase board MUST circle the answer so that the Gallaudet Officer can recognize the answer. If there is nothing else on the dry erase board other than the answer, there is no need to circle the answer.**

**19. TIMEOUTS**

The head coach from either team can call a timeout in Rounds One or Two for any reason. There will be one time-out allowed per team per match (Round One or Two only). Timeouts can only be called before the display of the next question. Time-outs cannot be called in between a question and the answer for that question or between a correctly-answered Toss-Up question and the following Bonus question.

If the head coach of Team A wants to talk to his/her team, he/she will stand up and ask for a timeout. The moderator will acknowledge the coach, and the Gallaudet Officer will make a note of the timeout on the score sheet. The timeout will be for both teams and will last one minute, with the time displayed on the on-screen timer. That will be the only timeout allowed Team A during that match. If later, the coach from Team B requests a timeout using the procedure above, both teams will be given one minute to confer with their coaches.

**20. OBJECTIONS**

Objections to a question, or to its official answer, may be made only by players competing in the match in question. Objections from the coaches, room staff, members of the audience, or other persons are not permitted under any circumstances.

Objections are only related to the questions and answers, not to the match procedures or room environment. Those types of issues need to be brought to the attention of the moderator immediately. Some examples of situations that are not objections but need attention immediately: 1. Equipment failures; 2. Lighting in the room; or 3. Blocked view.

Objections by members of the teams competing in the match must be filed before the next question is played or before a timeout is called. Retrospective or post hoc objections will not be accepted.

A player may object to a question or answer by standing up and saying "Objection." The Gallaudet Officer will ask the objector to state his or her objection, and listen to and consider the player's alternate answer and rationale for it. One member of the opposing team may stand up and give their view.

The Gallaudet Officer then will make a decision whether or not to accept the alternate answer or to void the disputed question and answer. If a question and answer are thrown out, scoring will be amended accordingly and a replacement question, taken by the Gallaudet Officer from a list of backup questions and answers, will be played the same way as the original question. The Gallaudet Officer will determine if one or both teams will play the backup Toss-up question.

Occasionally, the Gallaudet Officer may wish to consult reference material or the Gallaudet Officially Designated Supervisors to double-check a possible answer. The dry erase board containing the disputed answer will be set aside, and the Gallaudet Officer will review the materials and talk with individuals while the teams take their regular two-minute break between rounds and at the end of the Final Round if necessary.

At the end of the break, the Gallaudet Officer will announce the final decision. Once that decision has been made, there are no further objections permitted related to that question and answer.

Frivolous objections are not permitted at any time during a match. Some examples include:

1. Players cannot object on the legibility of the opposing team's handwriting. The Gallaudet Officer's decision on legibility is final. However, a player can object if the opposing team member has spelled the word wrong and the Gallaudet Officer mistakenly overlooked it.
2. Players cannot object to questions missed based on their lack of attention or readiness. The players must follow the pace of the moderator.
3. If players are concerned about suspected inappropriate verbal or nonverbal communication taking place among the opposing team and being overlooked by Academic Bowl staff, this concern should be brought to the Gallaudet Officer's attention during a timeout or during breaks in between rounds.

## **21. GRIEVANCES**

The head coach of a team may file a grievance if the team believes that another team is in violation of the Rules and Guidelines. For example, a grievance might be filed if a team believes that another team has a player who has been on the Academic Bowl team for more than four years. Grievances must be filed immediately with the Gallaudet Officer. The Gallaudet Officers at the site will investigate and attempt to resolve the situation immediately. If the Gallaudet Officers are not able to resolve the situation immediately, they will bring it to the attention of the Academic Bowl executive committee at the first available opportunity, depending on the nature and seriousness of the grievance.

## **22. COMPETITION STANDINGS**

In competitions, teams are ranked within their pools in order of games won and lost. When two or more teams within a pool have the same won-lost record, the following formulas are applied to determine their final standing, and which teams move on to the Nationals or Playoffs.

### Two Teams

Two-way ties in the standings are broken by looking at head-to-head competition between the two teams involved. The team that won its competition against the other team is awarded the higher place in the standings.

### Three Teams

If one team has beaten the other two teams in the three-way tie, then that team is awarded the higher place in the standings. To settle the tie between the remaining two teams in the three-way tie, refer to the above procedure for a two-way tie. For a three-way tie in the standings among teams A, B, and C, each having won the same number of matches, the point difference of each team versus each other team in the tie are compared and added or subtracted:

<u>Team A</u>	<u>Team B</u>	<u>Team C</u>
Team A 31 pts.	Team B 55 pts.	Team C 42 pts.
Vs	Vs	Vs
Team B 51 pts.	Team C 65 pts.	Team A 47 pts.
<b>Difference</b> -20 pts.	-10 pts.	-5 pts.
Team A 47 pts.	Team B 51 pts.	Team C 65 pts.
Vs	Vs	Vs
Team C 42 pts.	Team A 31 pts.	Team B 55 pts.
<b>Difference</b> + 5 pts.	+20 pts.	+10 pts.

### Total difference

**Team A** -15 pts. **Team B** +10 pts. **Team C** +5 pts.

Team B wins this tie-breaker by having the largest positive point difference. If two teams are to advance from this tiebreaker, then Teams B and C advance with Team B finishing higher in the standings than Team C.

In the event any teams are tied after the first tie-breaker level, the second tie-breaker level will consider the total number of points earned by each tied team during all Preliminary Matches. The highest cumulative point total will break the tie.

### Four Teams

If one team has beaten the other three teams in the four-way tie, then that team is awarded the higher place in the standings. To settle the tie between the remaining three teams in the four-way tie, refer to the above procedure for a three-way tie. For a four-way tie in the standings among teams A, B, C, and D, the first step would be to look at who has won the most matches amongst the four teams. For example:

Team A record vs. Teams B, C, D: 2-1

Team B record vs. Teams A, C, D: 2-1

Team C record vs. Teams A, B, D: 1-2

Team D record vs. Teams A, B, C: 1-2

Teams A and B would be the top two teams in this scenario. To determine the higher placing team between Team A and B, we would then look at the head to head result between the two teams. If Team A defeated Team B, then Team A is the higher placing team. If three out of the four teams are to advance, then Team A and B would advance automatically, and the head-to-head result between Team C and Team D would determine the third team to advance.

### **Five (or more) Teams**

The tiebreak procedure for five or more teams, if it happens, will be determined by the National Academic Bowl Executive Committee on site.

## **23. AUDIENCE INTERFERENCE**

Academic Bowl staff will take appropriate steps to ensure that audience members do not communicate in any way during a match. Gallaudet Officers, moderators, and other designated Academic Bowl staff will ask anyone in the audience caught signing or otherwise communicating to a player during a match to leave the room.

Although all players are deaf or hard of hearing, many do use residual hearing with or without amplification, and can be distracted by audience noise as well as “visual noise” in the form of excessive physical motions in the audience. Thus, no visual or auditory communication or applause is allowed during the match except during round breaks or time outs. Moderators will remind the audience at the beginning of each match of the need for proper behavior. People who are being distracting or disruptive will be asked to stop the offending behavior. If they continue, they will be asked to leave the room.

At the Gallaudet Officer’s discretion, backup questions may be used to replace any questions thrown into doubt by audience interference.

Only coaches are allowed to give advice to their team during the matches—either between breaks or at the beginning of each match. If an audience member, chaperone, parent, or other member from that team’s school gives advice or tries to coach the team during the match, that person will be asked to leave the competition room.

In cases of extreme disruption by an audience member (i.e. parents, school administrators, or other students), that person will be asked to leave the room immediately by the Gallaudet Officer and/or the National Academic Bowl Coordinator. If the disruptive behavior continues or occurs again with the same person, that person may not be permitted to enter any of the competition venues for the rest of the day.

## **24. SPORTSMANSHIP AND CONDUCT**

Appropriate sportsmanship and professional behavior is expected from all players, teams, and coaches at all times.

Coaches and their schools are responsible for the behavior of their teams and individual members. Gallaudet University will not be responsible for any damage, injuries, vandalism, or other liabilities caused by participants. All players and coaches are expected to conduct themselves properly and in accordance with law. Underage drinking, use of illegal drugs or any other type of illegal activity will not be tolerated. A list of infractions and consequences is

detailed in the Participation Contract form that each player and his or her parents or guardian reads and signs before the competition.

A team must play full rounds in all matches during the entire competition, or be disqualified from the following year's National Academic Bowl competition. An exception is made for teams that had to forfeit a match due to having less than 3 players because of player illness (es).

## **25. COMMUNICATION DEVICES**

Communication devices may not be used in competition rooms at any time by players, coaches, or audience members. This includes beepers, pagers, cellular or wireless telephones, personal digital assistants, laptop computers, or any other device that may jeopardize the fairness and integrity of the Academic Bowl competition.

## **26. PHOTOGRAPHY**

No still or video photography is allowed during competition. Photographs or videos may be taken during breaks between rounds and before or after the competition. The only exception to this rule will be when the Gallaudet University photographer or videographer needs to photograph or record some aspect of the competition.

## **27. AWARDS**

A Sportsmanship Award is awarded to two teams out of the entire competition based on a vote of all the players and coaches in the competition. Players and coaches cannot vote for their own team.

There will be 16 players selected to the All-Star team out of all the teams participating in the Academic Bowl competition. Two players from each of the eight pools will be selected by the Gallaudet Officers.

A Most Outstanding Player will be given to one player from the final four teams competing in the Semi Finals and beyond. The Most Outstanding Player is a student who not only demonstrates excellent knowledge, but also exhibits leadership, team spirit, and a positive attitude toward all. The Gallaudet Officially Designated Supervisors will determine the winner of this prestigious award.

The National Championship team will receive a team trophy, a plaque for the school, and individual trophies for members and coaches. The first-place team also receives possession of a Traveling Trophy with the name of the winning team's school permanently engraved on it, for display at that team's school until the next Academic Bowl competition.

The National second-place team will also receive a team trophy, a plaque for the school, plus individual trophies for members and coaches. The third-place and fourth-place teams will receive plaques for their schools and individual medallions for members and coaches. The fifth-place through eighth-place teams will receive plaques for their schools. All teams and coaches will receive certificates of participation.

## **28. GALLAUDET OFFICIALLY DESIGNATED SUPERVISORS**

There will be five Gallaudet Officially Designated Supervisors that will work together in the same room during the Academic Bowl competition. They will be in touch with all Gallaudet Officers throughout the competition to ensure fairness and consistency in all matches. The Gallaudet Officially Designated Supervisors will be composed of mainly Executive Committee members.

## **29. COACHES CORNER**

The Coaches' Corner has been brought back in existence with the purpose of helping old and new coaches alike prepare their teams for the Academic Bowl competition. This is a place where coaches can participate in a discussion board and get answers to Academic Bowl-related questions. There are also resources that coaches can use, such as a sample match PowerPoint template and some old match PowerPoints from years past.

## **30. COPYRIGHT OF QUESTIONS**

All of the questions used in the National Academic Bowl competitions are copyrighted and are the sole property of Gallaudet University. No other use of these questions is permitted. Anyone who copies questions in any manner will be asked to leave the competition.

## **31. INFRACTIONS AND CONSEQUENCES**

Infractions and Consequences are detailed in the Participation Contract, and are considered part of these Rules and Guidelines. The Participation Contracts will be distributed to members of each registered team and returned to the National Academic Bowl office.

**Note: These Rules and Guidelines are subject to change by the Academic Bowl staff as necessary to maintain a fair and enjoyable competition. Mid-season changes will be kept to an absolute minimum.**

## **APPENDIX A: Glossary**

### **Bonus Questions**

These are awarded to the team of the individual player that correctly answers a Toss-up question. The questions give the team a chance to capitalize on the success and increase its score. Bonus questions are given for either a correct first Toss-up answer or on any correct Rebound answer.

### **Lockout system**

This is the system of pushbuttons and signal lights that indicate which contestant is the first to respond to a Toss-up question. The light in front of the first respondent comes on, clearly identifying that person to all as the first to buzz in. The system is wired so that the first person to press a button and activate his/her light also "locks out" all the other players. This "locking out" prevents the other players' lights from coming on, regardless of their speed. Once tripped, the lockout system remains "locked" until reset by the Gallaudet officer or another system operator. The lockout system is not used for Bonus questions, Round Two or the Final Round.

**Match**

A Match is one of the individual games within the competition, where one team squares off against another team. Each Match consists of three rounds. Each team plays one Match against every team within its pool during the Preliminary and National competitions.

**Preliminary Match**

All teams play several Preliminary Matches to determine which teams will advance to the Nationals competition. A Preliminary Match consists of Round One, Round Two, and the Final Round.

**Nationals Match**

The top three teams from each pool advance to the Nationals competition. The Nationals teams play several Nationals Matches to determine which teams will advance to the Playoffs. A Nationals Match has the same three rounds.

**Playoffs Match**

The top two teams from each pool advance to the Playoffs. The Playoffs teams play in a tournament style bracket to determine which teams will advance to the Third Place and Championship Matches. A Playoffs Match consists of the same three rounds.

**Third Place Match**

This playoff Match determines which team places third in the competition, the other team places fourth. It consists of the same three rounds.

**Championship Match**

This playoff Match determines which team wins the Championship, the other team places second. It consists of the same three rounds.

**Microsoft PowerPoint**

A computer graphics program that allows the creation and display of color presentation “slides” using computer-generated backgrounds and text. Text can be inserted and edited into an attractive, professional-looking frame-by-frame visual presentation. The resulting “slides” are fed into a video projector for projection onto a large screen. Since it is computerized, changes to slides can be made quickly and easily.

**Rebound**

In a Toss-up question situation, if one member on Team A buzzes in and answers the question wrong, a member of Team B automatically gets the chance to answer it. The Team B member would buzz in and write an answer. This is called a rebound.

**Round**

One of several divisions within a match. Preliminary Matches, Nationals Matches, Playoff Matches, Third Place Match, and the Championship Match have two numbered Rounds, plus a Final Round.

**Round One** has 12 Toss-up questions and 12 Bonus questions during the Preliminary Matches. During the Nationals Matches and Playoff Matches, Round One has 16 Toss-up questions and 16 Bonus questions. During the Championship Match, Round One has 20 Toss-up questions and 20 Bonus questions.

**Round Two** has 12 questions played by individuals on both teams during the Preliminary Matches. During the Nationals and Playoff Matches, Round Two has 16 questions played by individuals of both teams. During the Championship Match, the Final Round has 20 questions played by individuals of both teams.

**Final Rounds** for Preliminary, Nationals, Playoffs and Third Place Matches consist of 10 questions, all on the same theme, for team discussion. During the Championship Match, the Final Round has 15 questions for team discussion.

**Tiebreaker Rounds** for all matches consist of 5 questions from the Potpourri category for team discussion. This round is only used in the event of a tie at the end of a match.

**Round-robin**

A system of scheduling matches such that each team plays in rotation against the other teams. Thus, if there are ten teams in a pool, each team will play nine Preliminary Matches, one against each of the nine other teams. If there are eleven teams in a pool, each team will play ten Preliminary Matches, one against each of the ten other teams.

**Toss-up questions**

A Toss-up question is one that is figuratively “tossed up” into the air for players to “grab” and answer. Players use the lockout system to buzz in and answer the Toss-up question. A correct answer to the Toss-up question earns that player’s team a chance to answer the accompanying Bonus question. If the first person on Team A to answer the Toss-up question gets it wrong, it rebounds to Team B, where one individual uses the lockout system to buzz in and answer the question. If Team B gets the answer correct, they receive the accompanying bonus question.

**Appendix B: Competition Format**

The following competition format is based on the maximum of 88 teams participating.

**Preliminary Format**

The first team in each pool are the seeded teams with their seeding in parentheses. For example, the number 1 seed in the 2011 competition is the Maryland School for the Deaf, the winner of the 2010 National Championship.

<u>Pool A</u>	<u>Pool B</u>	<u>Pool C</u>	<u>Pool D</u>	<u>Pool E</u>	<u>Pool F</u>	<u>Pool G</u>	<u>Pool H</u>
A1 (#1)	B1 (#8)	C1 (#4)	D1 (#5)	E1 (#3)	F1 (#6)	G1 (#2)	H1 (#7)
A2 (#16)	B2 (#9)	C2 (#13)	D2 (#12)	E2 (#14)	F2 (#11)	G2 (#15)	H2 (#10)
A3	B3 C3	D3	E3	F3	G3	H3	
A4	B4 C4	D4	E4	F4	G4	H4	
A5	B5 C5	D5	E5	F5	G5	H5	
A6	B6 C6	D6	E6	F6	G6	H6	

A7	B7	C7	D7	E7	F7	G7	H7
A8	B8	C8	D8	E8	F8	G8	H8
A9	B9	C9	D9	E9	F9	G9	H9
A10	B10	C10	D10	E10	F10	G10	H10

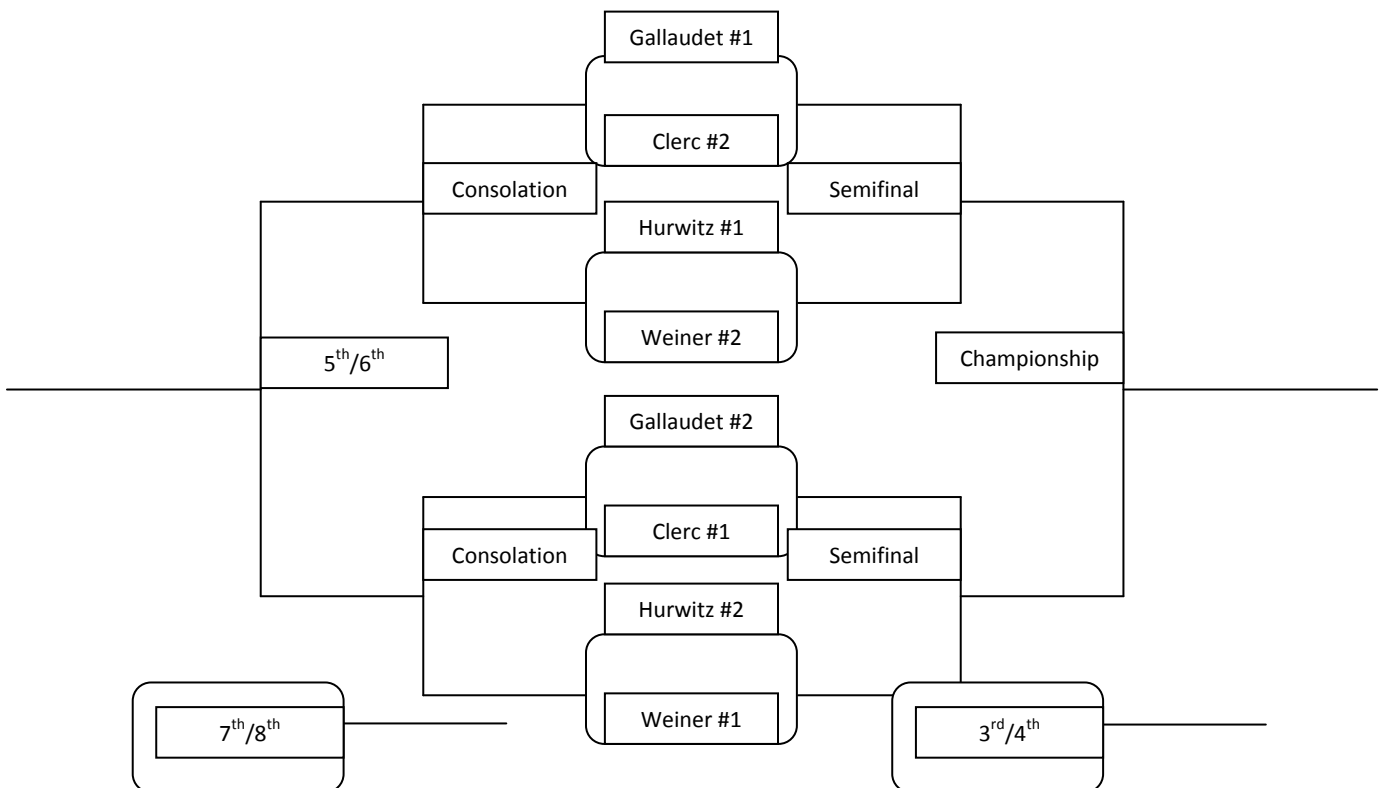
The top three teams from each of the eight Preliminary pools above advance to the Nationals.

**Nationals Format**

<u>Gallaudet</u>	<u>Clerc</u>	<u>Hurwitz</u>	<u>Weiner</u>
Pool A 1 <sup>st</sup> place	Pool C 1 <sup>st</sup> place	Pool E 1 <sup>st</sup> place	Pool G 1 <sup>st</sup> place
Pool B 1 <sup>st</sup> place	Pool D 1 <sup>st</sup> place	Pool F 1 <sup>st</sup> place	Pool H 1 <sup>st</sup> place
Pool C 2 <sup>nd</sup> place	Pool A 2 <sup>nd</sup> place	Pool G 2 <sup>nd</sup> place	Pool E 2 <sup>nd</sup> place
Pool D 2 <sup>nd</sup> place	Pool B 2 <sup>nd</sup> place	Pool H 2 <sup>nd</sup> place	Pool F 2 <sup>nd</sup> place
Pool E 3 <sup>rd</sup> place	Pool G 3 <sup>rd</sup> place	Pool A 3 <sup>rd</sup> place	Pool C 3 <sup>rd</sup> place
Pool F 3 <sup>rd</sup> place	Pool H 3 <sup>rd</sup> place	Pool B 3 <sup>rd</sup> place	Pool D 3 <sup>rd</sup> place

The top two teams from each of the four Nationals pools above advance to the Playoffs to determine the National Champion.

**Playoffs Format**



## Appendix C: Match Format Summary

### *Preliminary Matches*

	<b>Number of Questions</b>	<b>Point Value</b>	<b>Time</b>
Round One	12 Toss-up ?s	2 points each	30 sec.-math no time- non-math
	12 Possible Bonus	2 points each	30 sec.-math 20 sec.- non-math
Round Two	12 Individual ?s	2 points each	20 seconds each
Final Round	10 Team ?s	3 points each	2 minutes

### *Nationals and Playoff Matches*

	<b>Number of Questions</b>	<b>Point Value</b>	<b>Time</b>
Round One	16 Toss-up ?s	2 points each	30 sec.-math no time- non-math
	16 Possible Bonus	2 points each	30 sec.-math 20 sec.- non-math
Round Two	16 Individual ?s	2 points each	20 seconds each
Final Round	10 Team ?s	3 points each	2 minutes

### *Championship Match*

	<b>Number of Questions</b>	<b>Point Value</b>	<b>Time</b>
Round One	20 Toss-up ?s	2 points each	30 sec.-math no time- non-math
	20 Possible Bonus	2 points each	30 sec.-math 20 sec.- non-math
Round Two	20 Individual ?s	2 points each	20 seconds each
Final Round	15 Team ?s	3 points each	3 minutes

## Academic Bowl Regional Champions

### Mid-Atlantic and or Mid-Atlantic/At Large

2010- Mountain Lakes High School- Mountain Lakes, NJ  
2009- Maryland School for the Deaf- Frederick, MD  
2008- Maryland School for the Deaf- Frederick, MD  
2007- Mountain Lakes High School- Mountain Lakes, NJ  
2006- Mountain Lakes High School- Mountain Lakes, NJ  
2005- Maryland School for the Deaf- Frederick, MD  
2004- Maryland School for the Deaf- Frederick, MD  
2003- Mountain Lakes High School- Mountain Lakes, NJ  
2002- Model Secondary School for the Deaf- Washington, DC  
2001- Model Secondary School for the Deaf- Washington, DC  
2000- Model Secondary School for the Deaf- Washington, DC  
1999- Virginia School for the Deaf and the Blind- Staunton, VA  
1998- Maryland School for the Deaf- Frederick, MD  
1997- Model Secondary School for the Deaf- Washington, DC

### Midwest

2010- Indiana School for the Deaf- Indianapolis, IN  
2009- Indiana School for the Deaf- Indianapolis, IN  
2008- Indiana School for the Deaf- Indianapolis, IN  
2007- Indiana School for the Deaf- Indianapolis, IN  
2006- John Hersey High School- Arlington Heights, IL  
2005- John Hersey High School- Arlington Heights, IL  
2004- John Hersey High School- Arlington Heights, IL  
2003- Indiana School for the Deaf- Indianapolis, IN  
2002- Indiana School for the Deaf- Indianapolis, IN  
2001- John Hersey High School- Arlington Heights, IL  
2000- Shawnee Mission East High School- Shawnee Mission, KS  
1999- Ohio School for the Deaf- Columbus, OH  
1998- Missouri School for the Deaf- Fulton, MO  
1997- Illinois School for the Deaf- Jacksonville, IL

### Northeast

2010- The Learning Center- Framingham, MA  
2009- New York State School for the Deaf- Rome, NY  
2008- Monroe #1 BOCES- Rochester, NY  
2007- Monroe #1 BOCES- Rochester, NY  
2006- Rochester School for the Deaf- Rochester, NY

2005- Monroe #1 BOCES- Rochester, NY  
2004- Monroe #1 BOCES- Rochester, NY  
2003- Monroe #1 BOCES- Rochester, NY  
2002- Monroe #1 BOCES- Rochester, NY  
2001- Rochester School for the Deaf- Rochester, NY  
2000- EDCO @ Newton North High School- Newtonville, MA  
1999- EDCO @ Newton North High School- Newtonville, MA  
1998- EDCO @ Newton North High School- Newtonville, MA  
1997- EDCO @ Newton North High School- Newtonville, MA

#### Southeast and or Southeast/At Large

2010- White Station High School- Memphis, TN  
2009- White Station High School- Memphis, TN  
2008- White Station High School- Memphis, TN  
2007- Florida School for the Deaf and the Blind- St. Augustine, FL  
2006- Edmonds-Woodway High School- Edmonds, WA  
2005- Alabama School for the Deaf- Talladega, AL  
2004- Florida School for the Deaf and the Blind- St. Augustine, FL  
2003- Florida School for the Deaf and the Blind- St. Augustine, FL  
2002- Florida School for the Deaf and the Blind- St. Augustine, FL  
2001- Florida School for the Deaf and the Blind- St. Augustine, FL  
2000- Florida School for the Deaf and the Blind- St. Augustine, FL  
1999- Alabama School for the Deaf- Talladega, AL  
1998- Alabama School for the Deaf- Talladega, AL  
1997- North Carolina School for the Deaf- Morganton, NC

#### West

2010- California School for the Deaf- Fremont, CA  
2009- California School for the Deaf- Fremont, CA  
2008- Montana School for the Deaf- Great Falls, MT  
2007- Edmonds-Woodway High School- Edmonds, WA  
2006- University High School- Irvine, CA  
2005- Roosevelt High School- Seattle, WA  
2004- Colorado School for the Deaf and the Blind- Colorado Springs, CO  
2003- University High School- Irvine, CA  
2002- University High School- Irvine, CA  
2001- California School for the Deaf- Fremont, CA  
2000- University High School- Irvine, CA  
1999- California School for the Deaf- Fremont, CA  
1998- California School for the Deaf- Fremont, CA  
1997- California School for the Deaf, Riverside- Riverside, CA

**National Champions**

**2011**

**Maryland School for the Deaf  
Frederick, MD**

**2010**

**Maryland School for the Deaf  
Frederick, MD**

**2009**

**University High School  
Irvine, CA**

**2008**

**Indiana School for the Deaf  
Indianapolis, IN**

**2007**

**John Hersey High School  
Arlington Heights, IL**

**2006**

**Mountain Lakes High School  
Mountain Lakes, NJ**

**2005**

**Maryland School for the Deaf  
Frederick, MD**

**2004**

**Colorado School for the Deaf and the Blind  
Colorado Springs, CO**

**2003**

**Indiana School for the Deaf  
Indianapolis, IN**

**2002**

**Florida School for the Deaf  
St. Augustine, FL**

**2001**

**Model Secondary School for the Deaf  
Washington, DC**

**2000**

**Model Secondary School for the Deaf  
Washington, DC**

**1999**

**California School for the Deaf  
Fremont, CA**

**1998**

**California School for the Deaf  
Fremont, CA**

**1997**

**California School for the Deaf- Riverside  
Riverside, CA**