



YOUTH PROGRAMS

**High School Academic Bowl
for Deaf and Hard of Hearing Students**

Rules and Guidelines

2019 Competition Year

(New/changed information is highlighted)

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1. INTRODUCTION

This *Rules and Guidelines* booklet governs the Gallaudet University Regional and National High School Academic Bowl for Deaf and Hard of Hearing Students (hereafter Academic Bowl). The Academic Bowl has grown tremendously since its inception in 1997, and is currently in its 23rd year.

2. OBJECTIVES

The Academic Bowl is an annual competition sponsored by Gallaudet University through its Youth Programs office. It consists of four Regional Academic Bowl competitions and a National 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 encourage social opportunities and collegiality among students.

3. ELIGIBILITY

3A. SCHOOL AND PROGRAM ELIGIBILITY

The Academic Bowl is open to teams of high school students currently enrolled in schools or programs for deaf and hard of hearing students in the United States and Canada. 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 Youth Programs office, in consultation with the Gallaudet University Regional Centers, shall determine what constitutes “recognized schools or programs.”

When a single school or program does not have enough students to field its own Academic Bowl team, it may assemble a team by combining students from two or more schools or programs in reasonable proximity to each other. In some cases, such as a school in a rural area, the school may petition in writing for special consideration by the Youth Programs office to draw students from a larger geographical area. Other options are for a mainstreamed or home-schooled student to join the team of a local school or program for the deaf; the decision whether to allow external students to participate on the school’s team is solely based on the school’s discretion. All written petitions for special consideration will be considered by the Youth Programs office in consultation with the appropriate Gallaudet University Regional Center.

3B. INDIVIDUAL ELIGIBILITY

All Academic Bowl participants must be deaf or hard of hearing. The Youth Programs office reserves the right to request verification from a school official of a participant’s hearing status.

Academic Bowl participants must take all their courses at the ninth grade level or above. Students taking courses at the eighth grade level 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 college or in high-school based concurrent enrollment programs are not eligible for the Academic Bowl competition.

Academic Bowl participants are allowed to take classes at two different programs for deaf and hard of hearing students. In situations where both programs participate in the Academic Bowl, the participant must join the team of the program with which they take the majority of their classes. If there are any questions, please contact the Youth Programs office.

A student's eligibility for the Academic Bowl is limited to a total of four (4) years. If a student attends high school for five years, that 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 their school, program, or school district, as of the date of the 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 Youth Programs 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.

3D. ELIGIBILITY FOR NATIONAL COMPETITION

It may happen that a student on a regional championship team, second-place, third-place, or fourth-place team was academically eligible at the time of the regional competition, but is not academically eligible at the time of the national competition because he or she is on academic probation, academic suspension, or the equivalent at the time of the national competition. If one member of a regional team is academically ineligible at the time of the national competition, the team may still compete, but with three players. In this case, the team is required to communicate with the Youth Programs office immediately.

All Academic Bowl teams must bring a team to the Regional competition that consists of players who are able to participate in the National competition. If a school knowingly brings players to the Regional competition who will be unable to go to the National competition, the school's standing for that year's competition will not be recognized and the Youth Programs office reserves the right to suspend the school from the following year's Regional competition.

National Academic Bowl teams must consist of the same players who participated in the Regional competitions. The team cannot add any players who were not on the team during the regional competition. However, if less than three players of a regional championship, second-place, third-place, or fourth-place team are academically eligible at the time of the national competition, the school will be ruled ineligible to compete in the national competition.

If a regional first-place, second-place, third-place team, or fourth-place team needs to be replaced, the team with the next highest score on the wild card test will be invited to the national competition. The same also applies to a wild card team that has already been invited to the national competition. If a wild card team is unable to attend, the team with the next highest score on the wild card test will then be invited to the national competition.

4. REGIONS AND REGIONAL COMPETITIONS

4A. REGIONS

For Academic Bowl purposes, the United States is divided into four regions, corresponding for the most part to the service areas of the Gallaudet University Regional Centers (GURCs). These Academic Bowl regions are known as the East, South, West, and Midwest regions. To determine which region your team should play in, please refer to the map below. By agreement of the Regional Center directors and the Youth Programs office, these areas may be modified, as for example, the inclusion of the Pacific jurisdictions in the West Region. There are also several teams that have been permanently assigned to a specific region that is outside their assigned region according to the GURC map. The Model Secondary School for the Deaf is assigned to the South region, and the E. C. Drury School for the Deaf is assigned to the Midwest region. The Youth Programs office reserves the right to make minor changes to the roster of competing teams of each Region every year to ensure factors such as location proximity are considered when necessary.



4B. REGIONAL COMPETITIONS

Each of the Gallaudet University Regional Centers, in consultation with the Youth Programs office and the schools and programs in their areas, will determine annually the site of its Regional Academic Bowl competition. Regions are encouraged to vary the sites of their competitions each year. Gallaudet University will always host the National Academic Bowl competition.

For the 2019 Academic Bowl competition year, the schedule and locations of the Regional competitions are as follows:

Midwest Regional at Kansas School for the Deaf: February 14-17, 2019

South Regional at Mississippi School for the Deaf: February 21-24, 2019

West Regional at Phoenix Day School for the Deaf: March 1-4, 2019

East Regional at Western Pennsylvania School for the Deaf: March 8-11, 2019

5. REGISTRATION OF TEAMS

Every fall, the Gallaudet University Regional Centers and the Youth Programs office will provide information about registration to schools and programs within their regions. Registration takes place online through the Academic Bowl website. For the 2019 competition, registration will be on Wednesday, September 19, 2018 beginning at 6:00 p.m. Eastern Time and ending on Friday, September 21, 2018 at 4 p.m. Eastern Time. Admission to the Regional competitions will be based on the results of the screening procedures as explained in the next section. Each year, the host school in each region will be automatically accepted into the competition, but they are still required to submit their registration online.

Currently, the maximum total number of teams that can be accepted into each region is 20.

The registration fee for the 2019 Academic Bowl season is \$400 per school until Friday, November 30, 2018, and \$500 beginning on December 1, 2018. Schools participating in a Regional competition may apply for a registration fee waiver if they already need to fundraise a large amount of money for travel expenses to the Regional competition. The registration fee is waived for all host schools, and for schools or programs entering the competition for the first time or after a hiatus of at least 10 years. All requests for registration fee waivers must be made to the Youth Programs office by Friday, November 30, 2018. All team registration fees are non-refundable.

The Youth Programs office will send each registered team an email message acknowledging registration. Follow-up communication will be done entirely via e-mail.

If any previously-registered team finds that it must withdraw before the Regional Academic Bowl competition, they must notify the Youth Programs office immediately. 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 this slot, the slot shall be offered to the second team on the waiting list, and so on. Teams on the waiting list are encouraged to continue practicing in the event of a team's late withdrawal from the competition.

6. SCREENING PROCEDURES

6A. REGISTRATION AND SCREENING TEST

Due to the large number of teams competing in the Academic Bowl and a limited number of slots in each Regional competition, we are implementing a videophone or webcam-based screening procedure for teams. All teams except host school teams will take a screening test in November 2018 in order to qualify for the Regional competitions. Teams that register between 6 p.m. on Wednesday, September 27 and 4 p.m. on Friday, September 29 will take a screening test with Gallaudet Officers during the week of November 5-10, 2018.

We have reserved a number of automatic entries for each Region depending on the number of teams that register for their assigned Regions. The list below is based on historical precedent (i.e. East and West Regions normally see more than 20 teams register versus less than 20 for the Midwest and South) and may be modified if necessary.

East: The top 20 teams from the screening test from East Region automatically qualify.

West: The top 20 teams from the screening test from West Region automatically qualify.

South: The top 18 teams from the screening test from South Region automatically qualify. The final two slots are reserved for next highest scoring teams from the screening test who did not gain an automatic spot for their Region (including the South).

Midwest: The top 16 teams from screening test from the Midwest Region automatically qualify. The final four slots are reserved for next highest scoring teams from the screening test who did not gain an automatic spot for their Region (including the Midwest).

6b. SCREENING TEST PROCEDURES

The Youth Programs Office will contact each registered school to schedule a day and time for the screening test. Schools will be allowed to have as many as five students take part in the screening test with substitutions made before the start of each round. Only students who have participated in the screening test will be eligible to play in the Regional competition (except in certain situations in which the Youth Programs office has approved of).

The composition of the screening test will be as follows:

Two warm-up questions to give the team a chance to get used to the format.

Twenty Round 1 toss-up and 20 bonus questions, with the questions becoming progressively harder as we progress through the round. This will be a team discussion round with players allowed to discuss their answer before submitting it. There is a time limit of 30 seconds, and an answer must be submitted before time expires.

Twenty Round 2 questions with the questions becoming progressively harder as we progress through the round. This will be an individual round with players taking turns to answer the questions. There is a time limit of 20 seconds and an answer must be submitted before time expires.

There will be no Final Round for the screening test.

The same match will be used with all schools to determine the top scoring teams for each Region. As mentioned earlier, there are a number of reserved slots in each Region for top-scoring teams. A confidentiality agreement form will be sent to schools before their time slot and it needs to be electronically signed by all players, coaches, and administrators who are in the room during the screening test.

7. COMPOSITION OF INDIVIDUAL TEAMS

Each team may have five players for the screening test. If a team qualifies for the Regional competition, they must decide on four players to represent the school. 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 Youth Programs office asks that each team plan to field four players. Teams that are only able to bring three players must request advance approval by the Youth Programs office.

Teams must submit final written rosters of all players and coaches attending the Academic Bowl on or before their region's given deadlines. Any roster changes after that date must be approved by the Youth Programs office.

Schools may bring a maximum of two coaches and four players to the Regional and National competitions. The Academic Bowl program 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 Regional and National competitions. Any additional people accompanying the team must travel and be accommodated at the school's expense. These additional people may not have any official role during the competition, sit with the team, wear team apparel, or participate in team discussions during timeouts and between-round breaks.

If additional students attend the Regional and/or National competitions 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 for their chaperones.

Students who are not on the team 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 team apparel at any time, in or out of the competition venue.

All teams are required to stay at the Regional competition site and the designated hotel/dormitory/cottage from the time they arrive on Registration day to the time they depart in the morning after the Championship match is played. The same applies for the National competition.

Gallaudet University assumes no liability for anyone, except for the designated coaches and players on each team.

8. POOLS

8A. REGIONAL COMPETITIONS

For the 2019 Regional competitions, the procedure for the pool drawing will be as follows:

The results of the screening test in November will determine each team's seeding for the Regional competitions. The pool drawing videos for the 2018 Regional competitions will be posted on the Youth Programs Facebook page on a date to be determined.

To learn more about the Regional competition format, please refer to Appendix B.

8B. NATIONAL COMPETITION

For the 2019 National competition, the procedure for the pool drawing will be as follows:

The first place teams from all four regions will be seeded into four pools. Each pool will have one first place team. The second place, third place, and fourth place teams from all four regions will also be divided into the four pools. The four wild card teams will be drawn last to fill up the remaining spots in the four pools. Each pool will have five teams.

The pool drawing results for the 2019 National competition will be announced on the Youth Programs Facebook page on April 5, 2019.

To learn more about the National competition format, please refer to Appendix B.

9. COACHES

Each team must bring one coach. Teams are strongly 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 and making decisions about roster changes;
- 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; bring clipboards (if desired) for Final Rounds.

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 their assigned seating. Coaches cannot communicate with each other except via notes. Coaches may take notes during the competition as part of their coaching strategy. However, coaches cannot copy questions verbatim from the competition.

If the two coaches from one team are not of the same gender, coaches will be paired with a coach of the same gender from a different team for lodging.

Coaches are not allowed to join the Gallaudet Club event during the Regional competitions.

Coaches are responsible for their teams at ALL times and are expected to remain at the competition site through the entire competition. In the event of an emergency, or if there is a specific need to leave the site for a brief time (for example, to obtain medical supplies), please speak directly with the Coordinator of Youth Programs Operations or the GURC director to inform them of the situation prior to leaving the competition area. At least one of the coaches must remain with the team members at all times.

10. FUNDING AND TRAVEL ARRANGEMENTS

10A. REGIONAL COMPETITIONS

Schools and programs that participate in the Regional Academic Bowl competitions are expected to make their own travel arrangements and cover their own travel expenses. Lodging and meals will be covered during the competition itself. Schools and programs must discuss travel arrangements, including time of arrival and departure from the competition site, with the GURC director prior to booking travel.

10B. NATIONAL COMPETITION

The Youth Programs office will fund up to four players and up to two coaches from each participating team in the national competition. This includes transportation, lodging, and all meals during the designated competition period (Thursday dinner to Monday breakfast). Meals while in transit and before or after the competition period are the school's responsibility. Baggage costs will also be the school's responsibility.

All costs for any people traveling in addition to the four players and two coaches allowed from each school participating in the national competition will be the responsibility of those individuals or the school.

11. TEAMS' ATTIRE AND PLAYER ILLNESS

All Regional Academic Bowl players and coaches shall keep in mind that they represent their school, and at the National level, their schools and their regions, at all times, and be conscious of how they present themselves to other Academic Bowl participants and the general public. As such, players and coaches shall wear appropriate and coordinated school or team apparel during pre-competition orientation, the competition itself, and the post-competition awards and recognition ceremony. At a minimum, tops shall include the school name, and may include the school or team logo or other design, and the players' and coaches' names or nicknames. Any use of the Gallaudet University Academic Bowl logo on team apparel must be pre-approved by the Youth Programs office.

The Youth Programs office reserves the right to review team apparel before and during the competition, and to request that members of a team change to appropriate attire if necessary.

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 three players on stage for the remainder of the match. 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.

12. ACCESSIBILITY ACCOMMODATIONS/INTERPRETERS

Advance notification of all accessibility accommodations is required by Friday, December 14, 2018 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 or scribe 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, if a team has a player who uses a wheelchair, that team may need to play all its matches in an accessible setting.

All other situations requiring special accommodations should be brought to the attention of the Youth Programs office by Friday, December 14, 2018.

If a registered school or program changes its roster between registration and Friday, December 14, 2018, and the new player requires special accommodations, the GURC and the Youth Programs office must be informed of this change immediately. We will do our best to meet the needs of the student if requests are made after the deadline. It is extremely important to make all special accommodation requests before the deadline, because if requests are made after the deadline, the GURCs and the Youth Programs office cannot guarantee that the requested accommodations will be provided.

13. MATCH FORMAT

13A. 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 coaches to advise, support, and counsel their teams.

In Regional and National preliminary matches and Playoff matches up until the Quarterfinals, Round One 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 Two will consist of 12 questions. The Final Round will consist of 10 questions.

In the Regional and National Playoff matches from Quarterfinals to the Third Place match, Round One 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 Two will consist of 16 questions. The Final Round will consist of 10 questions.

In the Regional and National Championship matches, Round One 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 Two will consist of 20 questions. The Final Round will consist of 15 questions.

13B. Question Categories and Scoring

Round One

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

Arts and Entertainment 1
Current Events 2
Language and Literature 2
Mathematics 2
Popular Culture, Leisure, and Sports 1
Science and Technology 2
Social Studies 2

For Regional and National Playoff matches and Third Place matches, the number and categories of questions used in Round One are the same for the first 12 Toss-up questions as the list above. The remaining four questions may be from any category, in any proportion. For example, four questions could be taken from the Mathematics category and mixed with the other 12 questions. Or two questions could be from Social Studies and two questions from Language and Literature, and then mixed in with the other 12 questions.

For the Regional and National Championship matches, the categories and question proportions of the first 12 Toss-up questions are the same as the list above. The remaining eight questions may be from any category, in any proportion. For example, four questions could be taken from the Mathematics category, three from the Language and Literature category, and one from the Arts and Entertainment category and mixed with the other 12 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 usually, but not always, will be related to the Toss-up question in some way.

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

Scoring on a question is “all or nothing.” Partial scores are not given for partially correct answers. 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 two (2) points for each correctly answered question. Scoring on a question is “all or nothing.” Partial scores are not 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 the Final Round.

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.

- Arts and Entertainment
- Current Events
- Language and Literature
- Mathematics
- Popular Culture, Leisure, and Sports
- Science and Technology
- Social Studies

Final Round

In Preliminary and Playoff matches, the Final 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.

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

The **Potpourri category** is cross-disciplinary. All questions will be related to a single theme, but may cross other category lines.

The category and instructions are shown at the beginning of the Final Round. Each of the 10 questions is worth three points, for a possible score of 30 points per team. Scoring on each question is “all or nothing.” Partial scores are not given for partially correct answers.

In the Championship Match at the Regional and National competitions, the Final Round consists of 15 questions. Each of the 15 questions is worth three (3) points, for a maximum possible score of 45 points per team. Scoring on each question is “all or nothing.” Partial scores are not given for partially correct answers.

14. MATCH PROCEDURES

14A. Procedures for Round One

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 two 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, the Toss-up Question “rebounds” to Team B. If Team B answers the Toss-up question correctly on the rebound, then Team B will be given a Bonus question in the same category.

Only the team that answered the Toss-up correctly may play the Bonus question. If a team answers the Bonus question correctly, an additional two points are awarded. If both teams answer the Toss-up question incorrectly, no points are awarded. The correct answer is then displayed. Unused Bonus questions and answers are not displayed. Toss-up Questions fall into two categories: the Non-Mathematics category and the Mathematics category.

Procedures for Non-Mathematics 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, any 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 from Team A allowed to answer that question. Other players on the team may not communicate in any way with the person answering the question, including nudging, rapping the table, writing, or any other nonverbal methods, until the answer is complete and has been displayed.

- d. The player on Team A cannot write on the paper before he/she buzzes in. If this occurs, the answer will not be accepted, and the other players on Team A will lose the opportunity to answer that question as well. The question will then 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 paper, the question will again appear on the screen for Team B to view. When a player on Team B buzzes in, the question will disappear again.
- 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 Gallaudet University logo slide will be shown immediately after the second team attempts a rebound question.

Procedures for Mathematics 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; and disappear when the on-screen timer runs out.
- d. Players must perform any necessary computations, write the answer, circle the answer (if there is anything on the paper other than the answer), and take their markers off the paper before buzzing in, all within 30 seconds.
- e. Even if Team A has buzzed 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 Mathematics question. If a player on Team B finishes before the 30 seconds has expired,

that player should hold up his/her paper for the proctor to acknowledge. The proctor will note which player holds his/her paper 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 first completed the question within the allotted time. That player will be prompted to show his/her answer.

Procedures for Bonus questions in Round One:

Only the team that answered the Toss-up correctly may play the Bonus question. If a team answers the Bonus question correctly, an additional two points will be awarded.

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

- a. Bonus questions are discussed and answered by the team as a whole.
- b. 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.
- c. There is no buzzing-in on Bonus questions, nor is there a rebound to the other team for incorrect answers.
- d. 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.
- e. Written answers may be changed by other team members during team discussion, provided that these changes are completed within the time limit.
- f. A correct answer to the Bonus question results in two additional points being awarded to that team.

14B. Round Two Procedures

a. Before Round 2 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.

b. In Round Two, for teams that have four players, each player will receive three questions in the preliminary matches, four questions in the Playoff matches, and five questions in the Championship match. For teams that have three players, each player will receive four questions in the Preliminary matches; one player will receive six questions and the other two players will receive five questions in the Playoff matches; and two players will receive seven questions and one player will receive six questions during the Championship match.

c. Questions are displayed, and then answered by individual players in rotation. Player 1 from each team answers Question 1; Player 2 from each team answers Question 2, etc. Each question will be displayed for twenty seconds. The player on each team who is answering the question writes the answer on their paper. When the 20 seconds are up, both teams' answers shall be displayed at the same time. The Gallaudet Officer will hold up YES or NO cards for each team indicating correct/incorrect answers. Teams are awarded two points for each correct answer.

d. Teams must bring their own identifying marker (usually the school mascot) to be placed in front of the team member answering the question.

e. 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 has expired on a question, answers will be shown, identifying markers moved, scores added, and the next question displayed.

14C. Final Round Procedures

a. The Final Round is a timed, team-discussion round. Two minutes (120 seconds) are allowed in the Preliminary and Playoff Matches, and three minutes (180 seconds) in the Championship Match.

b. Final Round questions may take any format: multiple-choice, picture identification, matching, single- or multiple-word answer, etc.

c. If the room set-up allows it, team members arrange their chairs in a circle near the table to facilitate discussion. Team members cannot sit in front of the tables in the area with wires. The team writes the answers on the answer sheet using clipboards or the table.

d. 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 to be used as “scratch” paper and the team’s official answers must be written on the colored answer sheet.

e. The moderator will ask the PowerPoint operator to show the category, and then, after a brief pause to allow players to read the category, the instructions are shown. Once the members of both teams have had enough time to read the instructions (moderators and Gallaudet Officers will not sign the instructions or explain them), the moderator will ask the proctors to place the answer sheets face down on the team 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, for 12 seconds each, on the main screen for the benefit of the audience.

f. When time expires, the proctor collects the colored answer sheets from the teams. The moderator asks the proctors to show the answers to Question 1 while covering the other answers using the back of a white answer sheet or scrap of paper. The Gallaudet Officer will hold up YES or NO cards for each team to indicate correct/incorrect answers, similar to the procedure in Rounds One and 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 (or 15) questions have been shown and points awarded accordingly.

g. Any objections by players will be heard immediately by the Gallaudet Officer. Objections will be handled the same way as during Rounds One and Two, and will follow the procedures explained under **Section 23** entitled “Objections”.

h. There are no deductions or penalties for incorrect answers.

i. After Question 10 (or 15), the moderator announces the final scores and the winner.

j. The proctors will collect all answer sheets from the three rounds, put them in the Final Round envelope, and hand them to the Gallaudet Officer immediately following the conclusion of the match.

15. RULES DURING MATCHES

15A. Round One

Toss-up Questions:

- a. All answers must be written on the paper provided for projection onto the answer screen. All answers must be written horizontally, not vertically.
- b. Answers that are communicated in any way other than writing will not be accepted.
- c. 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.
- d. Once the paper 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.
- e. 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.
- f. While this is not a handwriting competition, answers must be written legibly. See **Section 20** on Legibility for more information.

Bonus Questions:

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 in ASL or spoken English and any player can make additions or changes to the answer on the paper before time expires. A different player than the writer of the answer can even edit the answer as it is being handed down to the proctor as long as it is done before time expires.

15B. Round Two

- a. The 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.

- b. Other members on the team are not allowed to inform their teammate that time is almost expired, except when this has been approved as an accommodation.

15C. Final Round

- a. The team may wish to select the player with the neatest handwriting to write all answers on the colored answer sheet. However, teams can split up the writing of the answers onto the colored answer sheet any way they want. Any member of the team can make any changes on the colored sheet as long as time has not expired. The rules in **Section 21** regarding changes, corrections, and strikeouts apply to this round as well.

16. COMPLETION OF A MATCH

16A. Winning a Match

The team with the highest point total wins the match. If a match ends in a tie, the two teams play a Tiebreaker Round. The format is the same as the Final Round, except that there are five questions worth three points each that must be answered within a one-minute time limit. All five questions in each Tiebreaker Round will be from the Potpourri category, which has a single theme with questions used 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, with two-minute breaks in between, until there is a winner.

16B. Official Completion of a Match

During the match, the Gallaudet Officers will communicate with each other 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 the Academic Bowl Executive Committee. The Academic Bowl Executive Committee 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 a competition room to replay a question, or informing the head coaches that their teams' scores have been revised.

17. 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 seven categories, listed alphabetically below. In the Final Round, an eighth category, called Potpourri, is added.

Arts and Entertainment: This category has been redefined beginning with the 2018 competition year. Arts 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, and artistic periods or genres. Entertainment questions are about television, film, theater, and the performing arts. You may be asked to identify television genres (medical dramas, police procedurals, serials, situation comedies, etc.) and identify over-the-air, cable, or Internet shows, their characters, and their settings. Similarly, you may be asked about film genres, titles, or characters. Theater questions will encompass production, performance, and technique. Questions about music do not require that you hear or have heard music. You will not be asked to identify music by genre, or identify music after hearing a passage. Rather, music questions would include associating the Beatles with the 1960s, knowing that Ludwig van Beethoven was deaf and identifying some of his works by name, or identifying music award winners.

Current Events: Questions are about notable news events that have occurred since the previous National competition ended (i.e., April 18, 2018 for the 2019 competition). For 2019, we will use questions referring to current events that occurred up until February 1, 2019 for the 2019 Regional competitions. For the 2018 National competition, we will use questions referring to current events that occurred up until April 5, 2019.

Most Current Events questions will be drawn from within the previous four-month period prior to the competition. *USA Today* is a good source for finding current events questions, but is not the only source used. 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 Prince 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 more recent developments with his family and estate. Although the events of his life are not current, the news reviews of his life are current.

Language and Literature: Language questions may include English grammar and syntax, vocabulary, and usage. For example, a question may ask whether a sentence is grammatically correct, and if not, how to make it correct. Another question might ask whether a sentence contains a proper arrangement of words and phrases.

Vocabulary questions might ask whether a word is used properly in context, or what word is the synonym or antonym of a given word. There may be questions about idiomatic expressions.

Literature questions may ask about literary devices or terms; the literature of different regions or periods (for example, 17th century British literature, 20th century American literature), literary genres (poetry, drama, prose; nonfiction, fiction, epic, comedy, tragedy, biography); authors, characters (human or otherwise), etc. There may be questions about the works of authors typically encountered in high school English classes, such as William Shakespeare, Mark Twain, Ernest Hemingway, Jane Austen, Toni Morrison, Maya Angelou, Joyce Carol Oates, John Steinbeck, F. Scott Fitzgerald, Somerset Maugham, Amy Tan, and J. K. Rowling, or about the authors themselves. Some questions will address multiculturalism in literature, including works with deaf characters or that were written by deaf authors.

Mathematics: Questions may involve computation; four-function calculators are provided for this purpose. We follow the categories in the Common Core standards for Mathematics, which includes the categories of Number and Quantity, Algebra, Functions, Modeling, Geometry, and Statistics/Probability among others. Other questions may 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: This category was redefined beginning with the 2018 competition year. 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 be about well-known personalities in television, film, theater, and sports; the Internet, recreational activities, games of skill and chance, athletics, and individual and team sports. Questions will not be about television, film, theater, and the performing arts; these topics have been moved to the redefined **Arts and Entertainment** category.

Potpourri: 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 may have the word or root “red” in them, or may contain a set of double letters.

Science and Technology: Questions include general science, astronomy, biology, chemistry, earth and environmental science, geology, physics, computer technology, and high-technology devices (i.e., smartphones, virtual reality, etc.).

Social Studies: 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; world cities; land masses; bodies of water, including streams, rivers, lakes, seas, and oceans; the poles, longitude and latitude, and so on. Both United States and world geography are included in this category. Strictly geology-related questions are not included in this category; rather, they may appear in the Science and Technology 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.

Note: Some questions may appear to “fit” in more than one category, and there is likely to be some occasional overlap. Gallaudet Officers will not accept objections based on what is perceived to be an incorrect or inappropriate category placement of a question.

Deaf Studies is no longer a stand-alone category; however, Deaf Studies questions may be incorporated in other categories during the match. We may ask a question about Marlee Matlin in the Popular Culture, Leisure, and Sports category. Another example would be a question in the Social Studies category about the location of the American School for the Deaf. Other questions may be about the history and culture of deaf people, facts and trivia about notable deaf people, hearing and hearing loss, amplification, assistive technology, and cochlear implants.

18. REFERENCE MATERIALS

During the competition, Gallaudet officers may consult print or online reference materials if there appears to be an answer other than what is on the official answer key.

Deaf Studies. Deaf Studies questions are drawn from a wide variety of different sources. Here is a link to suggested reference materials:

<http://libguides.gallaudet.edu/searchtags.php?iid=642&gid=0&tag=research%20guide>

In certain situations, the Gallaudet Officer may wish to discuss an answer with the other Gallaudet Officers. 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.

19. CALCULATORS

The use of four-function calculators is permitted for any question in any round. Academic Bowl staff will place four identical calculators on each team's table, one for each player. All calculators will have the four basic arithmetic functions (addition, subtraction, multiplication, and division) as well as memory, percentage, and square root keys. Calculators or computing devices not provided by the Academic Bowl staff are not permitted. Low vision calculators are available upon advance request.

20. LEGIBILITY

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

Handwriting samples are not required of all players. Handwriting sample forms will be available at the Regional competitions for coaches to take and give to their players if needed. Coaches are to bring the samples with them to each match at the Regional and National competitions, and to provide them to the Gallaudet Officer upon request.

Players should review their handwriting with their coaches for any possible problems with legibility or stylistic quirks, and give handwriting samples to the Gallaudet Officers if asked. If questions arise during the competition about writing quirks not previously disclosed, acceptance or rejection of an answer will be solely at the Gallaudet Officer's 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 “**W**ASHINGTON” so the Gallaudet Officer can clearly see the intent of the answer. It is entirely up to the Gallaudet Officer's discretion whether the word has a capital letter or not.

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

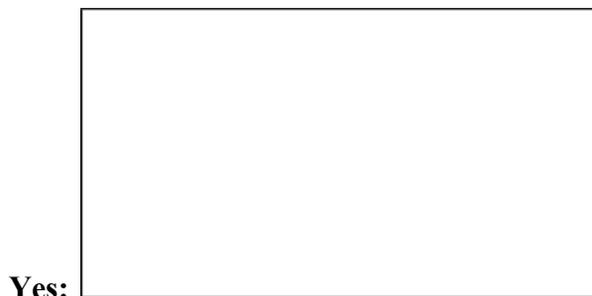
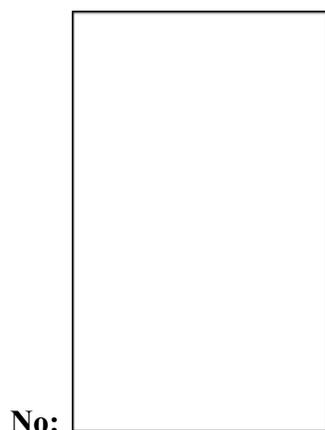
21. RULES FOR ACCEPTABLE ANSWERS

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.

For example, the answer to the question “How many feet are in one mile?” is shown as 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, 5,280 ft., or 5,280’ also would be accepted.

Every attempt is made during the question development stage to anticipate all possible valid alternate answers and alternate spellings. These alternate answers, if any, will be shown in the official answer slide. If a player manages to come up with an unforeseen alternate answer that is plausible, the Gallaudet Officer will use their knowledge and judgment whether or not to accept it. They may also check with the other Gallaudet Officers in these situations. In general, the Gallaudet Officer will rule in favor of the official answer but will listen to objections made by players and challenges made by coaches. The Gallaudet Officer can also check with the official references during the two-minute break between rounds or during the round.

Answer sheets: All answers for the first and second rounds are written on a 5 ½” x 8” piece of paper. Answer sheets should not be folded when handed to the proctor. Answers must be written in landscape form, not portrait form. Examples are below:



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 various examples listed 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 that word is an indefinite or definite article (“A”, “An”, “The”).

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 examples:

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 Cuckoos Nest

One Flew Over The Cuckoo’s Nest

An added word anywhere in a title, regardless of whether it is 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 version of the 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)

Use of Indefinite and Definite Articles at the Beginning of Answers:

As noted under Titles of Books, Movies, Plays above, “When writing the title of a book, movie, play, story or poem, the title will be accepted without the first word if that word is an indefinite or definite article (“A”, “An”, “The”).” Other answers may also be accepted without the first word if that word is an indefinite or definite article (“A”, “An”, “The”).

There are many cases when an indefinite or definite article may be used in everyday discourse or in writing, but is not actually part of an expression or a name. For example, people may say or write “the Pope”. The definite article “the” is not an essential part of the answer. The most correct answer in this example would be Pope, or if referring to the current pope, Pope Francis. “the”, or the capitalized form “The”, will be accepted. Other examples include “the White House” or “The Oval Office.”

However, if a player includes the word “the” in an answer in which “the” is not commonly used, the answer will be wrong. Examples of this include “the Barack Obama” or “The China.”

As stated above, every attempt is made during the question development stage to anticipate all possible valid alternate answers and alternate spellings. These alternate answers, if any, will be shown in the official answer slide.

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 possessions, the full name or the United States 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 <http://pe.usps.gov/text/pub28/28apb.htm> for a complete list of two-letter state and possession abbreviations.

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.

Acceptable answers:

Ontario
Manitoba
Northwest Territories

Unacceptable answers:

Ont.

ON

Man.

MB

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 player adds diacritical markings, they must be correct, or the whole answer is wrong. The official answer will show any diacritical markings, and normally will state (**Diacritical mark[s] not required**). Examples include:

exposé

Penélope Cruz

Alexander Dubček

Peter Høeg

In the case of languages that use alternate spellings if diacritical marks are omitted, such as German or Finnish, that use alternate spelling of the word is also accepted. Examples include:

Duerer for DürerKimi 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

Kolkata or Calcutta

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.

Examples include:

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 had the same surname. In such a case, differentiating information **must** be included if a question is asked in which the answer could apply to both presidents, this information **must** be fully spelled out.

Question: “Name the Roosevelt who was known as the New Deal president.”

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:

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 Queen Elizabeth II

King Louis XIV or King 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

MLK Jr.

Generational suffixes (II, III, IV, etc.) 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.

NOTE: There may be questions that explicitly ask for the first and last name of a person, even if that person is commonly known by first name, middle name or initial, and last name. For example, a question may ask for the first and last name of the U.S. President who was elected to four terms. The answer will be Franklin Roosevelt, even though he was commonly known as Franklin Delano Roosevelt, and even though we may require his middle name in other questions.

We may also occasionally ask for only the first name of a person (or the last name only). It is each players' responsibility to pay attention to what the question is asking.

Amendments to the Constitution of the United States of America are an unique case. A common mistake is to write them as "2nd" or "12th" and so forth, but there are only two acceptable ways to write numbers for amendments. For example:

Acceptable answers:

Amendment XIII

Thirteenth Amendment

Unacceptable answers:

13th Amendment

1st Amendment

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(n) ____” The answer is leg, and players are expected to write their answers using the correct case. 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.

Abbreviations widely used:

There are two common abbreviations that we will now accept. Mount is commonly abbreviated as “Mt.” and Saint is commonly abbreviated as “St.” In both cases, there must be clear evidence that Mt. or St. is a common abbreviation for that specific answer (i.e. many maps abbreviate Mount Everest to Mt. Everest). Examples include:

Acceptable answers:

Mount Everest or Mt. Everest

Saint Lawrence River or St. Lawrence River

Saint Louis or St. Louis

Mathematics and Science and Technology Answers:

All answers must be written in digits unless otherwise specified.

Example:

Question: “What is 1 + 1?”

Acceptable answer:

2

Unacceptable answer:

Two

two

Lowest terms: In mathematics, science, and technology, an fraction is in lowest terms when the greatest common factor (GCF) of the numerator and denominator is 1. All Mathematics and Science and Technology answers must be expressed 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 in lowest terms, and therefore 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. If, however, the given answer includes units, the units must be correct, or the entire answer will be incorrect.

Example:

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

Acceptable Answer: 70 degrees

Unacceptable Answer: 70 radians

Other examples of acceptable abbreviations for units are:

9 feet, 9 ft., 9'

10 ounces, 10 oz.

12 inches, 12 in., 12”

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

Note: With Mathematics answers, students who write anything other than the answer on the paper **MUST** circle the answer so that the Gallaudet Officer can recognize the answer. If there is nothing else on the paper other than the answer, there is no need to circle it.

NOTE: We recommend that Academic Bowl participants be familiar with the International System of Units (SI units), both SI base units and SI derived units. See <http://physics.nist.gov/cuu/Units/units.html> for lists of these units and their names and symbols.

22. TIMEOUTS

The coaches of either team can call a timeout in Rounds One or Two for any reason. There will be one timeout allowed per team per match (Rounds 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, in Round 1, 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 again be given one minute to confer with their coaches.

23. OBJECTIONS

Objections to a question, or to its official answer, may be made only by players competing in the match in question, or by the team's coach in the form of a Coach's Challenge.

Examples of common objections that will be considered by the Gallaudet Officer include:

1. An answer was spelled wrong and the Gallaudet Officer mistakenly accepted it.
2. An answer was capitalized incorrectly and the Gallaudet Officer mistakenly accepted it.
3. A player feels an answer could be accepted as an alternative answer.

Objections from room staff, members of the audience, or other persons are not permitted under any circumstances. Coaches may use a Coach's Challenge when they want to make an objection. More information can be found in **Section 24**.

Objections must be 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. room lighting, ventilation, or other environmental factors; 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 then 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 when appropriate.

The Gallaudet Officer then will make a decision whether to accept the alternative answer or to void the disputed question and answer. If a question and answer are voided, scoring will be amended accordingly and a replacement question will be taken from a list of backup questions by the Gallaudet Officer. This backup question will follow the same playing procedure 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 materials, or consult with the Head Gallaudet Officer to double-check a possible answer. The paper containing the disputed answer will be set aside, and the Gallaudet Officer will review the materials and talk with the Head Gallaudet Officer 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, no further objections will be 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 based on the legibility of the opposing team’s handwriting. The Gallaudet Officer’s decision on legibility is final. However, a player can object if an opposing team member has spelled a word wrong, and the Gallaudet Officer appears to have 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 the break.

24. COACH'S CHALLENGE

Coaches can only use a Coach's Challenge once per match and in accordance to the criteria in which a Coach's Challenge can be used. To use a Coach's Challenge, the coach must stand up and indicate that he/she wants to use a Coach's Challenge. The Gallaudet Officer will ask the coach to state his or her objection, and then receive and consider the coach's rationale for it. The Gallaudet Officer will decide whether to accept the Coach's Challenge. If the Coach's Challenge is accepted, then the procedures for players' objections are used here.

The only instances in which a coach can use a Coach's Challenge are:

1. If an incorrect answer by the other team was erroneously accepted by the Gallaudet Officer, and the coach's team's players did not object.
2. If an incorrect alternate answer from the coach's team should be considered to be correct.

This rule will be strictly enforced.

25. 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 Academic Bowl Executive Committee. At each competition there will be a person designated to receive grievances. The Academic Bowl Executive Committee will investigate and attempt to resolve the situation immediately.

26. 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 are seeded higher for the 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>
	A: 31 vs. B: 51	B: 55 vs. C: 65	C: 42. vs. A: 47
DIFFERENCE	-20 pts.	-10 pts.	-5 pts.

	<u>TEAM A</u>	<u>TEAM B</u>	<u>TEAM C</u>
	A: 47 vs. C: 42	B: 51 vs. A: 31	C: 65 vs. B: 55
DIFFERENCE	+5 pts.	+20 pts	+10 pts

	<u>TEAM A</u>	<u>TEAM B</u>	<u>TEAM C</u>
TOTAL DIFFERENCE	-15 pts.	+10 pts	+5 pts

Team B wins this tiebreaker 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 tiebreaker level, the second tiebreaker 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 Academic Bowl Executive Committee on-site.

27. 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 have and 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 from the audience.

Thus, any type of communication, visual or auditory, and excessive cheering, applause, or other noise from the audience is not allowed during the match at any time. Players may quietly applaud themselves and each other during the match. Moderators will remind the audience of the need for proper behavior at the beginning of each match. 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.

Audience members are not allowed to copy down the questions/answers verbatim. They may play along using a notebook or take notes on what subjects they should study, but they cannot copy the questions.

In cases of extreme disruption by an audience member (i.e., parents, babies or young children, school administrators, visitors, spectators, and so forth), that person or persons will be asked to leave the room immediately by the Gallaudet Officer and/or members of the Academic Bowl Executive Committee and the GURC team. 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.

28. SPORTSMANSHIP AND CONDUCT

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

Coaches and their schools are responsible for the behavior of their teams and individual members. Specifically, all players and coaches are expected to conduct themselves properly and in accordance with the law and the rules of the host site. 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 that each player and his or her parents or guardian reads and signs before the competition.

Gallaudet University will not be responsible for any damage, injuries, vandalism, or other liabilities caused by participants.

29. FORFEITS

A team that does not have a full team (at least three players) present at any given match ten minutes after the scheduled start time shall forfeit the match. A win will be given to the opposing team, and the score will be recorded as 2-0. Coaches are responsible to make sure that all their players show up for all matches on time.

30. COMMUNICATION DEVICES

Communication devices may not be used in competition rooms at any time by players, coaches, or audience members. This includes smartphones, smartwatches, tablets, notebook computers, or any other device. Their use may jeopardize the fairness and integrity of the Academic Bowl competition. Players should hand over their phones to their coaches before the start of each match.

31. PHOTOGRAPHY

No still or video photography is allowed during competition. Photographs or videos may be taken during breaks between rounds, before or after the competition, and during the awards ceremony. The only exception to this rule will be when designated Gallaudet University photographers or videographers need to photograph or record some aspect of the competition.

32. AWARDS

32A. Regional Awards

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

Six **All-Star** players will be selected at each Regional Academic Bowl competition. The Gallaudet Officers will select the All-Star players based on their statistics, positive attitude, leadership, fellowship, and other qualities during the competition.

A Regional **Most Outstanding Player** Award will also be given at each region to one player from the final four teams competing in each Regional competition. The Gallaudet Officers will select the Most Outstanding Player based on their statistics, positive attitude, leadership, fellowship, and other qualities during the competition.

32B. National Awards

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

Eight All-Star players will be selected during the National Academic Bowl competition. The Gallaudet Officers will select the All-Star players based on their statistics and positive attitude during the competition.

A **Most Outstanding Player** award will be given to one player, normally from the final four teams competing in the National competition. The Academic Bowl Executive Committee reserves the right to give The Most Outstanding Player award to a player outside the final four teams. The Most Outstanding Player is a student who not only demonstrates excellent knowledge, but also exhibits leadership, team spirit, and a positive attitude. The Academic Bowl Executive Committee will determine the winner of this prestigious award.

The Regional and National Championship first-place teams will receive a team trophy, a plaque for the school, and individual trophies for members and coaches.

The National Championship 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 National Academic Bowl competition.

The Regional and National second-place team will also receive a team trophy, a plaque for the school, plus individual trophies for members and coaches.

The Regional and National third-place teams will receive plaques for their schools and individual medallions for members and coaches.

The Regional and National fourth-place teams will receive plaques for their schools and individual medallions for members and coaches.

All teams and coaches, regardless of their place in the competition, will receive certificates of participation.

33. COACHES CORNER

All coaches are required to sign up for the Coaches Corner via Google Groups. The Coaches Corner helps 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. Coaches are asked to first share their topics for discussion with the Academic Bowl office before sharing with the group out of consideration for other members of the Google Group. Announcements and important information will be shared with the coaches by the Associate Director of Youth Programs and Outreach or the Coordinator of Youth Programs Operations via the Coaches Corner.

34. COPYRIGHT OF QUESTIONS

All of the questions used in the 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.

35. 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 electronically signed by each player and parent/guardian, and by each coach.

All coaches are responsible to ensure that their players follow the code of conduct as outlined in the player Participation Contract. If there is a major violation of the Participation Contract, a player may be asked to leave the competition. If a team has less than three players as a result of having players asked to leave the competition, that team will forfeit the remainder of their matches. The team may stay for the remainder of the competition, but will not be able to compete.

Coaches will also be expected to sign a coach Participation Contract online. If there is a major violation of the coaches' Participation Contract, the coach may be asked to leave the competition. If the coach who has been expelled from the competition is the sole coach of the team, arrangements may be made to replace the coach on site by school officials.

The Youth Programs office also reserves the right to suspend a coach from the following year's competition if it is discovered that the coach did not properly supervise his/her players and a serious violation occurred during non-supervised periods of time.

The Youth Programs office may also put a school on probation for a specified period of time after a serious violation by one of the school's players or coaches. If another serious violation occurs during the probationary period by the same school, we reserve the right to remove the school from the competition and/or suspend that school from the following year's competition.

If the Youth Programs office finds out after the competition that a player has violated the Participation Contract during the competition period (considered to be the period of time which begins when teams arrive on campus for registration to the time teams leave campus on departure day), it reserves the right to suspend the player from the following year's competition if the violation is deemed serious enough.

CHANGES TO THE RULES AND GUIDELINES

These Rules and Guidelines are subject to change by Youth Programs staff as necessary to maintain a fair and enjoyable competition. In-season changes will be kept to an absolute minimum.

APPENDIX A: Glossary

Bonus Questions

Bonus questions are given for a correct first Toss-up answer or any correct Rebound answer. Bonus points 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 its success and increase its score.

Coach's Challenge

A Coach's Challenge may be used once each match. It can be used only if an incorrect answer by the other team was erroneously accepted by the Gallaudet Officer, and the coach's team's players did not object OR if an incorrect alternate answer from the coach's team should be considered to be correct.

Lockout system

This is the system of pushbuttons and signal lights that indicate which player 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 "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 PowerPoint operator. The lockout system is not used for Bonus questions, Round Two, or the Final Round, or during Tiebreaker Rounds..

Match

A Match is one of the individual games within a Bowl competition, where one team competes against another team. Each Match consists of three rounds. Each team plays one Match against every team within its pool.

Objection

An objection can be made by players to a question, or to its official answer, and may be made only by players competing in the match in question. Gallaudet Officers will listen to the objection and make a decision on whether to accept the objection or not.

Preliminary Match

All teams play a predetermined number of Preliminary Matches to determine who advances to the Championship and Third Place matches. A Preliminary Match consists of Round One, Round Two, and the Final Round. The number of questions in a Preliminary match is in a 12-12-10 format.

Opening Round

Teams in the Opening Round play to advance to the Round of 16. The number of questions is in a 12-12-10 format.

Round of 16

Teams in the Round of 16 play to advance to the Quarterfinals. The number of questions is in a 16-16-10 format.

Quarterfinals

Teams in the Quarterfinals play to advance to the Semifinals. The number of questions is in a 16-16-10 format.

Semifinals

Teams in the Semifinals play to advance to the Championship Match. The losers of this match advance to play in the Third Place Match.

Third Place Match

This Match determines which team places third in the competition. The other team places fourth. It consists of the same three rounds. The number of questions in a Third Place match is in a 16-16-10 format.

Championship Match

This playoff Match determines which team wins the Championship. The other team places second. It consists of the same three rounds. The number of questions in a Championship match is in a 20-20-15 format.

Rebound

In a Toss-up question situation, if one member on Team A buzzes in and answers the question wrong, the members of Team B automatically get the chance to answer it. A 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, Playoff Matches, Third Place Matches, and the Championship Matches have two numbered Rounds (Round 1 and Round 2), plus a Final Round.

Round One has 12 Toss-up questions and 12 Bonus questions during the Regional and National Preliminary Matches. During the Regional and National Playoff bracket matches and the Third Place 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 Regional and National Preliminary Matches. During the Regional and National Playoff bracket matches and the Third Place Matches, Round Two has 16 questions played by individuals of both teams. During the Championship Match, Round Two has 20 questions played by individuals of both teams.

Final Rounds for Preliminary, Third Place Matches, and National Playoff Matches consist of 10 questions, all on the same theme, for team discussion. During the Regional and National Championship Matches, the Final Round has 15 questions for team discussion.

Tiebreaker Rounds for all matches consist of five (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 five (5) teams in a pool, each team will play four (4) Preliminary Matches, one against each of the four 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 provided 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, the question rebounds to Team B, where one player uses the lockout system to buzz in and answer the question. If Team B gets the answer correct, they receive the accompanying Bonus question.

Wild Card test

The Wild Card test is given to each third place finisher in each pool of each Regional competition. A total of eight teams take the Wild Card test from across the four regions. A certain number of teams from the At-Large Region will also take the Wild Card test. The four top-scoring teams out of the Wild Card teams will be invited to participate in the National competition.

Appendix B: Competition Formats

For the Regional competitions, all regions will have a maximum of 20 teams. Those 20 teams will be split into four pools with five teams in each pool. All teams will play a total of four (4) Preliminary matches. The Preliminary matches will be used to determine the seedings for the Playoff bracket at each Regional competition. The Playoff bracket will start with an Opening Round consisting of matches played between the fourth and fifth placed teams in each pool. The first, second, and third place teams in each pool will earn a bye into the Round of 16. After the Opening Round matches, the Round of 16 will start. The playoff bracket is a single elimination tournament.

The Quarterfinals losers at the Regional competition will then play a Consolation match (at the same time as the Semifinals). The winners of the two Consolation matches will then take the Wild Card test. The top four scoring teams nationally out of the eight Wild Card teams will be invited to the national competition.

The first-place, second-place, third-place and fourth-place teams from each Regional competition will automatically be invited to the National competition.

National Competition Format

We will have 20 teams participating in the National competition in 2019. Those 20 teams will be split into four pools, named Gallaudet, Clerc, Cogswell and Foster, with five (5) teams in each pool. All teams will play a total of four (4) Preliminary matches.

After the completion of the Preliminary matches, all teams will advance to the playoff bracket. Each team will be seeded according to where they finished in their pool. The bracket will be set the same way as during the Regional competitions.

The Third Place and Championship matches will be webcast live on Gallaudet's website.

Appendix C: Match Format Summary

Preliminary Matches

	Number of ?s	Point Value	Time limit
Round One	12 Tossup 12 Bonus	2 points each 2 points each	Non-math: none Math: 30 seconds
Round Two	12 Individual	2 points each	20 seconds each
Final Round	10 Team ?s	3 points each	2 minutes total

Regional and National Playoffs and Third Place Matches

	Number of ?s	Point Value	Time limit
Round One	16 Tossup 16 Bonus	2 points each 2 points each	Non-math: none Math: 30 seconds
Round Two	16 Individual	2 points each	20 seconds each
Final Round	10 Team ?s	3 points each	2 minutes total

Regional and National Championship Matches

	Number of ?s	Point Value	Time limit
Round One	20 Tossup 20 Bonus	2 points each 2 points each	Non-math: none Math: 30 seconds
Round Two	20 Individual	2 points each	20 seconds each
Final Round	15 Team ?s	3 points each	3 minutes total

National Championship Teams

2018

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

2017

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

2016

**Rockville High School
Rockville, MD**

2015

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

2014

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

2013

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

2012

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

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 and Blind
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**