

2010 ASCE PACIFIC SOUTHWEST REGIONAL CONFERENCE: QUIZ BOWL COMPETITION

OBJECTIVE

The objective of this competition is to test teams on their level of engineering and general knowledge.

GENERAL RULES

Teams will consist of 4 players; one of which must be a 1st or 2nd year engineering student and there must be one female on the team.

Quiz bowl will consist of **TWO** rounds. **Round One** will consist of 50 multiple choice questions with 4 possible answers (A, B, C, or D) but only one answer will be correct. This round will have a time limit of 30 minutes. **Only F.E. approved scientific calculators** can be used on the exam!!

The top five scoring schools from round one will move on to play in a *Jeopardy* style round with diverse questions covering engineering and general human knowledge.

Teams will receive a score for the first round that is equivalent to the average score of all team members. Ties for the top 5 seats will be settled through a 5 minute “super hard question” round.

5 teams will compete against one another in the second round of the quiz bowl. Teams are not allowed to change members between the 1st and 2nd round.

Round Two of the quiz bowl will last for two halves at 15 minutes each and a *Final Jeopardy* question.

- In the event of a tie between any or all teams for the highest score, a tie-breaker will be held in the form of *Rock, Paper, Scissors!*
- Once the question has been read to the contestants, they will have 5 seconds to converse with their team-mates and state their answer.
- At the end of the 5 second period, each team will state their answer.
- Scoring:
 - Scoring for the first round will consist of the following: 1 point for correct answers and -1 point for incorrect answers .
 - Scoring for the second round will consist of the following: 2 points for correct answers, and -2 points for incorrect answers.
 - If a team fails to give any answer to any question, no points will be deducted or added.
- Accuracy of the answers will be determined by the game show host. **No appeals** will be considered.

ACCEPTABLE ANSWERS

Any incorrect information given (e.g., the wrong first name for someone) makes the whole answer wrong.

Titles and quotations must be exact, except that leading articles (like "a" or "the") can usually be omitted from titles. Once a player has given an answer, he cannot change it, and only his first answer will be considered. ("Roosevelt. No! Kennedy!" will count as an answer of "Roosevelt". "Roos- Kennedy" will count as Kennedy, since the player didn't finish "Roosevelt.")

Usually, a question makes clear what it is asking for. Pay attention to the first pronoun in the question ("This artist..." or "In 1999, she did...")

Commonly used nicknames and acronyms ("JFK", "FBI") are usually okay.

Last names are usually okay for people; if not, the question should prompt for more. Sometimes the first name is acceptable for fictional characters.

Answers should be given in English. Sometimes (especially for titles), answers given in the original language are acceptable.

Pronunciation of answers must be nearly right. You cannot add syllables or consonants, and vowels must be approximately right. Phonetic pronunciation is okay. The moderator may prompt a player to clarify his pronunciation ("Monet" vs. "Manet").

Players may spell answers, and phonetic spellings are acceptable.

Answers chosen from a list should include part of the actual answer; don't just say "the second one you said."

Moderator Errors

If the moderator inadvertently reveals an answer, he replaces the question with another one.

Conduct

A player acting in a disruptive or unsportsmanlike way can be given a conduct warning. On the second violation, the team will be disqualified.

Protests

All decisions of the tournament director are final.

A team can protest if they think they've been treated unfairly (they think the moderator erred in accepting or not accepting an answer, etc.) Usually, protests will only be resolved if they affect the

outcome of the game. If a protest is accepted, corrective measures will be taken, perhaps including adjustment of the score and the playing of extra questions. Intangible factors (such as the breaking of a team's momentum in the game) will not be considered when determining corrective measures. Players can ask for a buzzer check at any time, and it is their responsibility to make sure their equipment is working. Protests about buzzers not working should not invalidate whole matches.

Protests merely stating that "My answer was correct at that point in the question" will be rejected. The player should have waited until the question narrowed down to one answer. (Most questions become specific very fast.)