AIHEC-ANLSAMP Science Bowl Rules

To compete read the following Rules and fill out the AMP Registration form

Format:
The Science Bowl format is structured as an all-teams event where teams compete head-to-head at the same time. There are four rounds of play. The first three rounds are “qualifying rounds.” They are played to identify the top six teams based on rankings. At the end of each qualifying round, each team’s rank number will be added to their qualification score. At the end of three rounds the six teams with the lowest qualification scores move on to the championship round. A final “championship round” is played to determine 1st, 2nd, and 3rd place based on the final rounds game score. The top six teams competing in the championship round start with zero points. This format allows for a greater number of Tribal College teams to compete in the amount of time available for this competition. The following “Outline of Play” section will provide coaches, team captains, and teams with an understanding of how the competition will operate.

Note: ANLSAMP reserves the right to change any of the following guidelines and rules as time, space, or technical difficulties present themselves. For example, depending on the available space, the competition may be split into several rounds of play with a fewer number of teams each round.

Outline of Play:

- Participants
  - Teams - Each TCU can provide one team to compete in the Science Bowl. Teams will consist of 3 eligible students (see application for eligibility requirements). Teams can compete with less than 3 students. There will be no substitutions or alternates allowed. **Students must bring identification with them on competition day and check-in prior to the event.** You are advised to bring a copy of the email you receive from AMP stating your team has been accepted into the competition.
  - Team Captain - Each TCU team must designate one team member as the Team Captain. This person is responsible for providing the responses to the Science Bowl questions.
  - Team Coach - The Team Coach is responsible for preparing their team for competition and is not required to attend the matches. The specific strategy for how a team prepares is left to the individual schools and coaches.

- Playing Field
  - Questions - The questions and corresponding answers are purchased from a question-bank and cover the following topics: Anatomy, Astronomy, Biology, Botany, Chemistry, Computers, Ecology, Electronics, Engineering, Mathematics, Measurement, Physics, Science, Technology, and Zoology.
Layout - The room will have seating for all participating teams, a podium for the Quizmaster, and a large projection screen which will display the questions and potential answers.

Science Bowl Devices - Each Team Captain will be issued a remote response device during check-in to electronically convey their team’s answers to the questions.

• Rules
  o VERY IMPORTANT! There can be no use of cell phones or other outside reference materials during the competition. Science Bowl staff will monitor the game. If anyone is seen with any other device or reference material play will be stopped and the offending team will be disqualified and asked to leave immediately.
  o If a coach or audience member interjects or "signals" any response to a question, including but not limited to any hand signals, mouthing, or whispering of answers, game play will stop and anyone involved will be disqualified and asked to leave immediately.
  o There will be no collaborating with other teams.
  o Participants cannot call out answers (even if they are just trying to be funny).

• Play
  o Teams will be in place at the designated start time or disqualified (no excuses).
  o The Quizmaster will go over the rules of play at the start of the competition. Any changes will be announced at that time.
  o Team Captains will be asked to electronically check-in to the competition using the Team’s remote device.
  o To begin play, the first question will be displayed on a large screen and read by the Quizmaster.
  o Next, the answer choices will be read by the Quizmaster.
  o Teams will have 15 seconds to discuss and answer the question using the Team’s remote device. All teams attempt to answer the question.
  o Scoring: Correct answers start at 15 points and decline in value to zero points over the 15 second time period. In other words, correct answers are worth more points when they are answered quickly. Incorrect and unanswered questions are worth zero points.
  o At various points of the competition overall scores may be displayed.
  o When complete the tabulated scores will reveal each teams standing.
  o In the case of a tie score in 1st, 2nd, or 3rd place the tied teams will participate in a tie-breaker round. The teams that are tied will be given a topic heading and asked to wager any amount of their accumulated points on their ability to provide a correct answer to a question read by the Quizmaster. The wager must be greater than zero and up to their team’s total points. Tie-breaker rounds will continue until the tie has been broken.
Science Bowl Team Registration Form
AIHEC 2019 National Conference – Competition will be on Sunday, March 18th

(All participants must be enrolled for at least 6 credits at a tribally controlled college. Your schools registrar must verify
Students status and accompany this team roster – see 2nd page of this form to complete)

**Team Coach** (Main Contact Person For Team) ____________________________________________
Name of School: ___________________________________________________________________
Address: __________________________________________________________________________
Telephone number and e-mail: _________________________________________________________

**Team Captain**
Name: __________________________________ Address: _________________________________
Telephone: __________________________ City, State, Zip: ____________________________
Email: __________________________________ Tribal Affiliation: _______________________

**Member 2**
Name: __________________________________ Address: _________________________________
Telephone: __________________________ City, State, Zip: ____________________________
Email: __________________________________ Tribal Affiliation: _______________________

**Member 3**
Name: __________________________________ Address: _________________________________
Telephone: __________________________ City, State, Zip: ____________________________
Email: __________________________________ Tribal Affiliation: _______________________

Deadline for receipt of submission of Registration Form, by e-mail only, is 4:30 p.m. MST
Thursday, February 28th, 2019. **NEW: All Tribal Colleges may submit a Science Bowl Team
registration form.**

**THE ANLSAMP OFFICE WILL SEND AN E-MAIL CONFIRMING THAT WE HAVE RECEIVED
YOUR APPLICATION. IF YOU DO NOT RECEIVE A CONFIRMATION FROM OUR OFFICE
PLEASE CONTACT OUR OFFICE IMMEDIATELY.**

Application must be submitted to the address below. For additional information, please contact:

<table>
<thead>
<tr>
<th>Sam Wall, Projects Coordinator</th>
<th>Phone: (w) 406-275-4714 or (cell) 406-309-5018</th>
</tr>
</thead>
<tbody>
<tr>
<td>ANLSAMP Program</td>
<td><a href="mailto:samuel_wall@skc.edu">samuel_wall@skc.edu</a></td>
</tr>
<tr>
<td>P.O. Box 70</td>
<td></td>
</tr>
<tr>
<td>Pablo, Montana 59855</td>
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- Participation in this event grants ANLSAMP permission to use your photograph and name
  for promotional purposes. 
American Indian Higher Education Consortium Conference
Verification of Eligibility for Science Bowl competition

Institution/College: ______________________________________________________

Science Bowl Coach: ____________________________________________________

Address:________________________________________________________________

City: __________________________ State: _______________ Zip: ___________

Cell Phone: ________________ e-mail address: ____________________________

Students competing:

Team Captain_________________________ credits ________ G.P.A. ________

Member 2____________________________ credits ________ G.P.A.__________

Member 3____________________________ credits ________ G.P.A.__________

All students must be enrolled a minimum of 6 credits at a tribally controlled college. A student’s status must be verified by the college’s Registrar and accompany the Science Bowl Registration form.

Institution/College Registrar’s signature: ________________________________

Please submit your Verification of Eligibility form, along with your Science Bowl Registration form, by e-mail only to:

Sam Wall, Projects Coordinator
ANLSAMP (AMP) Program
P.O. Box 70
Pablo, Montana 59855
Samuel_wall@skc.edu
Phone: 406-275-4714
SCIENCE BOWL
Required Competition

AIHEC Science Bowl Competition Objectives:

- Strengthen existing Science programs at TCUs and stimulate new interest in STEM fields.
- Showcase talent and skills.

AIHEC Science Bowl Competition Rules

1. All AIHEC member institutions may register for the event. Registration must be submitted online.
2. Test questions are purchased from a test bank. Answers provided by the test bank will be considered the only correct answer. This eliminates the need for question/answer disputes during game play.
3. Categories from science, technology, engineering, and mathematics will be selected and setup prior to game play and include Anatomy, Astronomy, Biology, Botany, Chemistry, Ecology, General Science, Mathematics, Measurement, Physics, Technology, and Zoology.
4. The questions are purchased from a company that specializes in providing questions for competitions. There will be no reference materials available during the competition. The answer on the card will be the only and final answer.
5. Only one (1) team per institution can be registered for the science bowl.
6. Teams shall consist of three (3) members and one (1) coach. One (1) member shall be named the team captain. Student participants must bring a photo ID to compete. All cell phones and mobile devices are prohibited during the competition.
7. The team captain will be responsible for insuring the timely arrival of the team for each game. A game may be played with less than a full team, but once the game has started, the vacant position(s) shall not be filled during the game.
8. The coach is responsible for the timely filing of the team registration forms and all required materials with the competition’s coordinator. Coaches should be present at the games, but it is not required. Coaches cannot compete as team members and cannot raise any dispute or question during the game.
9. The Science Bowl tournament will have two rounds with the second round being the championship round. There will be no carryover of points from the first round to the second round.
10. The competition will be patterned after the TV game show “Jeopardy” although teams will not answer in the form of a question.
11. Each game will consist of three (3) rounds. The first two (2) rounds will either last fifteen minutes or until all category questions have been asked (whichever occurs first). The third (3rd) round will be a wager round.
12. At the start of the game, the quizmaster will flip a coin to determine who has control of the board.
13. The team that answers each question correctly gains control of the board and will choose the category and points for the next question. Control of the board will remain with the team that last answered a question correctly.

14. Categories will be presented in both the first (1st) and second (2nd) round. The third (3rd) round is a wager round where the quizmaster will choose the category.

15. For any round, the team that buzzes in shall discuss and answer the question within fifteen (15) seconds. If they answer correctly they will gain the points for that question. If they answer incorrectly, they will lose the points for that question and the other team will have an opportunity to buzz in and answer the question within the remaining time of the fifteen (15) second period. If either team buzzes in and does not answer the question, allowing the fifteen (15) second period to expire, it will be considered an incorrect answer and the points for that question will be deducted from the team score.

16. Either team can buzz in during the initial fifteen (15) second period and request the question be re-read. Questions will be re-read once and they will be re-read in full. The team that requests the re-read is not responsible for answering the question. After the question is re-read the fifteen (15) second period for discussion and answering begins again and either team may buzz in to answer.

17. In the event that, after the first reading of the question, one team buzzes in and answers the question incorrectly, the second team may buzz in within the remaining time and ask for the question to be re-read since the question has only been read once. The team requesting the question be re-read is not responsible for answering the question.

18. Each team will begin round two (2) with the scores accumulated in round one (1). The team with the least accumulated points at the end of round one (1) will have control of the board for the start of round two (2). At the end of round two (2), if one team has a positive number and the other team has zero (0) or fewer points, the team with the positive number of points will be declared the winner and round three (3) will not be played. If both teams have zero (0) or fewer points the game will go into Sudden Death.

19. Round three (3) is a wager round. When both teams have a positive score at the end of round two (2) play advances to round three (3). Both teams will be told the number of points they have to wager by the official scorekeeper. The quizmaster will announce the category for the round. At the time the teams will have fifteen (15) seconds to discuss the amount of their wager, write the wager and team name on a piece of paper. Team captains will submit the wager to the quizmaster. Teams may wager any number of points ranging from zero (0) to the total amount of points they have accumulated from rounds one (1) and two (2). The maximum wager is the number of points a team has accumulated. The quizmaster will not reveal the amounts of the wagers until the end of the round. After the quizmaster receives the wagers the question for the round will be read. The teams will have fifteen (15) seconds to discuss the question and write the answer and the team name on a piece of paper. This question can be re-read under the guidance of all previous rules that apply
to re-reading questions. The team captains will also submit the answer to the quizmaster when the time expires. The quizmaster will announce the team name, the amount of the wager, the answer submitted by the team, and whether or not it was the correct answer. The scorekeeper will total the number of points for each team and announce them to the quizmaster and the teams. The quizmaster will declare the team with the most points the winner. In the event of a tie at the end of round three (3), the teams will advance to a Sudden Death round.

20. In the event of a Sudden Death round, the quizmaster will choose the categories and the questions. The category will be announced and the question read. The same rules for answering and re-reading will apply. The round will continue until one team answers a question correctly. The team that answers correctly will be declared the winner.

21. Any dispute raised that is not declared according to the rules as stated in this document will be considered an invalid dispute and no action will be taken to resolve the dispute.

22. Valid disputes about the game shall be addressed immediately following the completion of the game before the quizmaster; staff and both teams leave the room. The team captain is the only person who may raise disputes.
Official AIHEC Science Bowl Roster Registration Form

This form shall be submitted by [Insert Deadline]
Submit the form to: [Insert AIHEC Host Committee/Science Bowl Coordinator Contact Information]

Team Coach (Main Contact Person For Team)_________________________________________
Name of School: _____________________________
Address:_____________________________________
Telephone number and e-mail:_______________________

Team Captain
Name: ______________________________________
Address: _____________________________________
Telephone: ___________________________________
City, State, Zip: _______________________________
Email: _______________________________________
Tribal Affiliation: ______________________________

Member 2
Name: ______________________________________
Address: _____________________________________
Telephone: ___________________________________
City, State, Zip: _______________________________
Email: _______________________________________
Tribal Affiliation: ______________________________

Member 3
Name: ______________________________________
Address: _____________________________________
Telephone: ___________________________________
City, State, Zip: _______________________________
Email: _______________________________________
Tribal Affiliation: ______________________________

The competition is limited to the first 16 registered teams.

I certify that the Tribal College participants listed on the roster meet all eligibility guidelines of the American Indian Higher Education Consortium (AIHEC) and are eligible to participate in the AIHEC Student Conference.

Signature – Science Bowl Point of Contact

Date
SCIENCE BOWL COMPETITION GUIDELINES AND PROCEDURES

- The Science Bowl coordinator historically (since 1996) has been representatives from All Nations Louis Stokes Alliance for Minority Participation (ANLSAMP) located at Salish Kootenai College. The Science Bowl coordinator will reserve an appropriately-sized Science Bowl location depending on whether an audience will be permitted. If an audience will be permitted to attend then a large conference room will be required; if no audience will be permitted then the coordinator can reserve a classroom-sized room.

- The Science Bowl coordinator will provide periodic updates to the host committee concerning registration numbers and the cost of the Science Bowl supplies and buzzer technology.

- The Science Bowl coordinator may use the proven rules from above and make adjustments as the need arises to adapt to the specific host location, participant-entry size, budget limitations, etc.

- The Science Bowl coordinator might need to recruit ~ two (2) people (faculty, students, or other ANLSAMP staff members) to assist with judging, quizmastering, onsite scheduling, monitoring, and registration and on-site setup of the conference room.

- Suggested Checklist of Materials to bring to the conference: Large dry erase board for the official bracket; master spreadsheet of the registered students/teams; questions for at least fifty-four (54) rounds; and the buzzer equipment.

- The Science Bowl coordinator will need to acquire buzzer equipment which is necessary to regulate the time limits and judge which team buzzed-in first.

- Have a firm registration deadline. Postmarked, faxed, emailed, etc. at least seven (7) days before the start of the conference. No exceptions.

- Enter registered students into a master spreadsheet by college/team to ease the checking in process at the conference.

- The coordinator arrives at the conference at least a day before the competition to setup the room reserved for the Science Bowl with at least two (2) tables and to make sure the buzzer equipment works correctly.

- The coordinator may also be the judge and the quizmaster for the competition but the questions are purchased from a company that specializes in providing questions for competitions. There will be no reference material available during the competition. The answer on the card will be the only and final answer.

- There have been historically four (4) rounds (16 teams – down to 8 teams – down to 4 teams – down to 2 teams). This can be managed differently depending on the number of teams that register.

- The order of the starting bracket is setup randomly.

- Once the conference begins, the students are responsible for their own scheduling of other conference competitions.

- The Science Bowl coordinator is responsible for reporting the winning team to the awards’ banquet coordinator.

- Video and audio taping of the competition is not allowed. Only coordinator staff may take photographs during the competition.