2006 HISTORY BRAIN BOWL
TEAM COMPETITION
UNIVERSITY OF MISSISSIPPI
HIGH SCHOOL HISTORY COMPETITION
FEBRUARY 25, 2006
REGISTRATION DEADLINE   JANUARY 31, 2006

OFFICE OF ACADEMIC COMPETITIONS AND SPECIAL PROGRAMS

POST OFFICE BOX 7959         TELEPHONE: 662-915-5992
UNIVERSITY, MS 38677           FAX: 662-915-1535

RULES

1. Team History Brain Bowl uses a moderated question/answer format using a buzzer system. Points are earned by giving the correct answer or answers. The team with the highest score at the end of the match is the winner.

2. Each team consists of four members and may include up to two alternates. Teams are allowed to make substitutions of alternates only between matches. Only six team members may compete for a team. If one school submits two or more teams, team members may not move from one team to another.

3. Your team may enter and attend the competition with your school, or your team may enter and attend on your own. An adult will need to accompany your team.

4. Opposing teams are determined by drawing lots. A single-elimination format will be used. Once the matches begin, the competition chart is followed. In rounds where only one of the two competing teams appears, the match is forfeited to the team that is present. A team that is five or more minutes late to the match is subject to a forfeit.

5. Team coaches will sit in the audience while their teams are competing and will remain silent during the competition. Coaching of any type may occur only before a match begins. Coaching during a match is grounds for forfeit.

6. Each match is 10 minutes in length. When the match begins, the first player to signal gives the answer and must do so without consultation with teammates. The match ends with the expiration of the 10-minute time limit or when the question pool is exhausted.

7. If a player confers with another team member during a question, the response will not count; and the question is offered to the other team.

8. If a question is interrupted and the answer is correct, the team will receive 5 points. If the answer is wrong on an interrupted question, 2 points are added to the opposing team’s score. The question is reread completely, and any member of the opposing team may signal and attempt to answer the question.
9. Each team has only one chance to answer a question. If a player from a team answers a question incorrectly or fails to give an answer, no other player from that team is allowed to buzz in until the next question.

10. With regard to all responses, a natural pause (a count of two) is allowed between acknowledgment from the moderator and the beginning of an answer. All discretion dealing with that pause is solely left with the moderator. Failing to answer within the natural pause will result in a forfeit of the response, and the question being offered to the opposing players. The participant should be ready with the answer when acknowledged.

11. Players are given 5 seconds to buzz in to answer a question. Time begins when the moderator completes one reading of the toss-up question. The moderator may allow for a natural pause.

12. If a player answers a question without being recognized, the answer does not count. The moderator will recognize a contestant by stating the contestant's name.

13. The first answer given is the one that is acceptable. If the answer is wrong and the question was completely read, the opposing players then have 5 seconds to answer the question, without restatement of the question. Note: There will be NO blitzing: The first answer given is the answer that the moderator will accept. For example, “William Faulkner’s The Sound and the Fury” is not acceptable if The Sound and the Fury is the correct answer. However, “William Faulkner’s The Sound and the Fury” will be accepted if “William Faulkner” is the correct answer.

14. If the moderator inadvertently gives an answer to a question without giving anyone a chance to respond, no points are given; and the moderator continues to the next question. If the moderator answers the question after an individual has incorrectly answered the question without giving the opposing players an opportunity to answer, the question will be thrown out; and the moderator will continue to the next question.

15. If someone in the audience provides an answer, the moderator will have that person removed, toss out the question, and proceed to the next question.

16. If the match ends during the reading of a question, the question is not completed; and no answers are accepted. This rule also applies if the round ends during the rereading of an interrupted toss-up.

17. If the score is tied at the end of the match, a series of ten questions will be used to break the tie.

18. Only challenges with respect to procedure will be accepted. Challenges must be made at the end of the match in question. Play will continue without unscheduled interruption until the end of each match. The official answers provided for questions are always counted as correct even if they appear incorrect. If a round has begun, there will be no last-minute changes of official answers. Once the final score has been announced then that is the official score. All decisions of the judges are final.

19. Each team member must complete a registration form. Be sure to include the other team members on your registration form.

20. Send your team’s registration forms together. The envelope should be postmarked no later than January 31, 2006; or the registration forms should be faxed no later than 5:00PM on January 31, 2006.
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