



Teams/Questions/Answers

- 1. Teams are comprised of 3 undergraduate students. While team members may consult with each other on an answer, one team member should be responsible for communicating the final answers to the judge for the team. It is preferred that a representative of the team have a notepad to show the answer in writing to the scorekeeper.**
- 2. Questions will appear on the screen and the emcee will read the question aloud. Like the game show Jeopardy, the questions will be typically be phrased in the form of an answer, and the answers will be phrased in the form of a question. However, students do not have to write their answers in the form of a question.**



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- 3. Once the question is read allowed by the emcee, teams will have ~30 seconds to answer the question and communicate that answer to the scorekeeper, or ~60 seconds for answers involving math (NO CALCULATORS!).**
- 4. At judge's discretion, if a team is in the process of writing an answer when "time" is called, the team may be allowed to complete their answer.**
- 5. Answers that are misspelled will be accepted if the intended answer is clear.**



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- 5. Standard abbreviations will be accepted unless the question specifies differently.**
- 6. Units are required, unless the units are mentioned in the question or are obvious.**
- 7. If a team wishes to have no response for a particular question, they should not be writing when time is called, and any attempted answers should be scratched out. (THIS IS IMPORTANT FOR ROUND 2!!!)**



Scorekeeping/Judging

- 1. Each team is assigned a judge/scorekeeper who is not from their group.**
- 2. Scorekeepers will determine if a team's answer is correct or incorrect. If the scorekeeper is unsure if an answer is acceptable or not, he/she may appeal to game judges. Likewise, if the team members do not agree with the scorekeeper's decision, they may also appeal to the game judges. To Challenge, please select that button in the scoresheet. The decision of the stage judges is final. Challenges to the final answers should be communicated to the judges verbally by the team judge. Judges will respond directly. Scorekeepers should not input their scores until the challenge has been resolved.**



Scorekeeping/Judging

- 3. Scoring will be done via a cell phone or computer. Only the scorekeepers will have access to the scoring system. Team sponsors may serve as scorekeepers, or a team sponsor may appoint someone from their University/Lab to serve as a judge/scorekeeper for the competition.**
- 4. The scorekeeper will enter a “yes”, “no”, or “not answered” in scoring app to indicate that the question was answered correctly, incorrectly or not answered. The scorekeeper will be responsible for ensuring that the team’s records reflect the correct score for the team.**
- 5. Teams are not allowed to use any external resources, including internet, books, or notes to answer questions in this game.**



Bowl Format/Scoring

Round 1:

- **Format: All teams participate. Questions will come from 5 categories, each with 5 questions that increase in difficulty with point value (100, 200, 300, 400, 500 points). The round will begin with the 100 point question from category 1, progress through that category, then advance to category 2, etc.**
- **Scoring: For a correct answer the team will receive the point value for the corresponding question. For no response or an incorrect answer the team will receive 0 points (i.e., there is no penalty for an incorrect answer in this round).**



Bowl Format/Scoring

Round 2:

- **Format: Same as round 1, but the point values for the questions are doubled (200, 400, 600, 800, 1000).**
- **Scoring: For a correct answer the team will receive the point value for the corresponding question. For no response the team will receive 0 points. For an incorrect answer the team will LOSE the point value for the corresponding question (i.e., there IS a penalty for an incorrect answer in this round).**



Bowl Format/Scoring

Daily Doubles!

- 1. There will be one Daily Double for each round.**
- 2. A team may wager a variable number of points from nothing (“0”) up to their total amount (a true Daily Double).**
- 3. When the Daily Double slide appears, the team may ask the scorekeeper for their score, and they will have 30 seconds to indicate to the scorekeeper how much will be wagered. The scorekeeper will enter that number into the scoresheet.**
- 4. If the answer is correctly questioned, the points wagered will be added to the Team’s score. However, if the answer is incorrectly questioned, then the points wagered will be deducted from the Team’s score.**
- 5. If the team chooses not to answer a Daily Double, wagered points will not be added or deducted from the Team’s score.**



Bowl Format/Scoring

Final Round:

- **Format:** Only the top 5 teams (with positive points) at the conclusion of round 2 will compete in the final round. This round will consist of a single question. Teams will be provided with the category for the question, and then will be required to record a point wager for the pending question. Wagers will be kept confidential until after answers are submitted. Scorekeepers will enter the numeric value of the wager into the scoresheet using the phone/computer. Teams may wager as little as 0 points, and as much as whatever point total they currently have. Once wagers are made, the final round question will be displayed. Teams will have 60 seconds to respond. Once time has expired, the answer to the final round question will be revealed. *Scorekeepers should not enter whether their team has gotten the question right or wrong UNTIL the Emcee directly communicates with the individual team scorekeepers.*
- **Scoring:** A correct answer will result in the team's wagered points being added to their score total. No response or an incorrect answer will result in the team's wagered points being deducted from their point total (i.e., if you do not respond, it will be deemed incorrect in this round). The team with the highest point total at the end of the final round will be declared the champion.



Bowl Format/Scoring

Sudden Death (if 2+ teams are tied at the end of the final round):

- **Format: Only the teams tied at the end of the final round will participate. Questions will be presented without categories. Teams will have 20 seconds to provide answers. Questioning will continue until there is one team standing.**
- **Scoring: A wrong answer will remove (a) team(s) from the Sudden Death round, unless ALL remaining teams answer incorrectly. The first team to answer a question correctly that the other remaining teams(s) do(es) not will be declared the champion. If there is still a tie after the second sudden death, the third tie breaker will be determined by the most correct responses during the entire game. The fourth tie breaker will be determined by the least number of incorrect responses during the game.**