

Trumbull County Prep Bowl

General Rules

1. Each Junior High School Prep Bowl contest features two teams of 4 players and 2 alternates. A team captain is to be designated. Teams are comprised of 7th and/or 8th grade students from district buildings that house both 7th and 8th graders or one that houses 8th graders only. This is a building team, not a district team. *You may include more students on your team, if you wish; however, awards will only be given to 6 total players.*
2. Each 20-minute match is comprised of three rounds of competition.
3. The Prep Bowl competition follows a double elimination format.
4. Team member substitutions are forbidden once a match has begun.
5. A team is not required to use the same four players for every match.
6. A least one adult advisor must accompany each team.
7. The judges may use their discretion in selecting teams to fill a wild card slot in the tournament schedule.
8. Teams will be provided with paper and pencils; **calculators are not permitted.**
9. Questions will be taken from the following areas: general knowledge, social studies, language arts, literature, math, science, and fine arts.
10. Students who signal to answer a question involving the spelling of a word will be given the part of speech and the definition before the word is pronounced.
11. A lockout bell and light system is used to play the matches.
12. Judges can accept only the first response from whoever buzzes in to answer a question. When responding to a question missed by your opponent in round #1, you must buzz immediately after the announcer has finished reading the question.
13. Points are scored by correct answers to questions, each having pre-stated values. There is no point subtraction for wrong or unresponsive answers.
14. Questions requiring a person's name as an answer may be correctly answered by giving the person's surname only, provided there are no others having the same surname with whom he/she might be confused (e.g., the Roosevelts).

15. If a toss up or a bonus answer comes after time has been called, the answer does not count.
16. Should an answer be interjected from the audience, the question may be discarded at the judge's discretion.
17. Advisors should also keep score during the rounds. Individual answers will never be debated; however, if an advisor questions the computation of a score, he/she should approach the judges' desk at the end of the round in question.
18. Decisions of the judges shall be final. The official declaration of the outcome of the match shall be irrevocable. As in any contest, a game shall not be replayed, even if the outcome could have been altered by judgment errors.
19. There will be no audio or visual taping during any of the matches.

Suggestions

1. The purpose of practices is to sharpen instant recall and teach the game. It is very helpful to have access to a buzzer system that is similar to the actual system used in the matches for practice.
2. An excellent way to sharpen your team is to get together with another participating school, perhaps one in your vicinity, for informal scrimmage matches.
3. Your team is representing your school and community. You will want to convey an image of highest quality and standards; therefore, personal grooming and dress are important.
4. Do everything possible to make your school and community aware of your upcoming match. At school: posters, school newspaper coverage, and announcements help interest the entire school about the program. In the community: you will want to notify your local newspaper.

Reminders

1. Please hold buzzers so that the cord will not be damaged.
2. Sponsors are to monitor their team members at all times.
3. Students and fans must remain in the cafeteria area when not involved in or viewing a current contest.
4. All food and drink must be consumed in the cafeteria.

Round #1

18 Rapid Fire, Toss Up Questions – 5 Points Each

Alphabet Round

1. The Alphabet Round will consist of rapid-fire 5-point questions all of which require answers that begin with the letter of the alphabet designated for that round's questions.
2. In rapid-fire, toss up questions, a player may signal before the moderator completes reading the question, if the player believes that he/she knows the answer.
3. The moderator must recognize the first player who activates the buzzer system **before the player can give his/her answer**. If the response is incorrect, the question will be completed for the opposing team.
4. Completed questions will not be repeated. However, if the question is not completed and a player from the first team answers incorrectly, the question will be completed for the opposing team.
5. Players are given *three* seconds from the time the moderator stops reading to signal, and then must answer as soon as they are recognized. The moderator will allow for a natural pause, but no stalling.

Round #2

10 Questions Per Team – 10 Points Each

1. Consultation is allowed among team members.
2. Lower scoring team from Round #1 goes first in Round #2. In a tie situation from Round #1, the team that gave the last correct answer goes first.
3. Each team is given a set of questions to answer in a 5-minute period (including reading and response time). The team captain can pass or answer any question as it is read. The team can then go back and answer passed questions, if time allows.
4. If the timer signals when the moderator is asking a question, he/she will stop reading and that team is finished. If the timer signals after the team has begun their response to a question, the team will be given sufficient time to complete their response.
5. When the first team has finished giving their “passed” answers, the opposing team may answer two of the passed and/or missed questions by stating the question number and then giving their answer to the question.
6. If any team correctly answers all questions in Round #2, the team is awarded a 20-point bonus.

Round #3

8 Rapid Fire, Toss Up Questions – 5 Points Each & 8 Bonus Questions – 15 Points Each

1. Consultation is allowed for the **bonus questions only**.
2. Rapid fire and toss up questions follow the same procedures as described in Round #1.
3. The first player to buzz answers the toss up question. If the player answers the toss up question correctly, his/her team is given a bonus question worth 15 points to answer.
4. If the toss up question is answered incorrectly, the opposing team is given the bonus question worth 15 points to answer.
5. The team captain, who need not be recognized before answering, should give answers to bonus questions.
6. The electronic response system is not used during bonus questions.

Tie Breaker

5 Team Questions – 5 Points Each

1. Consultation is allowed among team members.
2. The team on the bottom bracket receives the questions first.
3. Play follows the bonus round rules in Round #3.
4. The team with the most points wins the match.
5. Repeat same procedure, if necessary, to determine the winner of the match.

Final Matches

1. Play follows the same procedures as the previous matches.
2. The winner of the winners' bracket will be seated to the left of the moderator.

