

**Richland One**  
**Instructional Technology Services**  
**HIGH SCHOOL BOWL REGULATIONS**

1. Each team will consist of four students - one freshman, one sophomore, one junior and one senior. The Information Technology Specialist sponsors the team. Each school will determine the criteria for selecting team members and alternates. One alternate should be selected from each grade level.
2. In the event that a team member is unable to participate, an alternate from the same grade level or a lower grade level must be substituted. The substitute's name and grade level should be called in immediately to 231-6803.
3. Each school must provide 2 student camera operators. No previous experience is required, although it is desirable.
4. At least one week prior to competition, the following must be received by Instructional Technology Services.
  - a. names and grade level of team members
  - b. names and grade level of alternates
  - c. names and grade level of camera operators
  - d. name of sponsoring information technology specialist
  - e. a release form for each contestant and alternate signed by parent or guardian
  - f. a High School Bowl Personal Interest Form for each team member and alternate
5. The judges will review the questions prior to the competition.
6. Each team must submit a one-minute narrative overview of the school. All narratives must be updated annually and submitted prior to the team's first competition.
7. School sponsors may prepare questions for the Trivia and Current Events categories and submit them to the High School Bowl coordinator at ITS.
8. On the scheduled taping day, contestants, sponsors and judges must arrive at Instructional Technology Services by 9:30 am. Taping begins at 10:00 am. Tardiness may result in a forfeit unless an emergency exists. Call Instructional Technology Services immediately if participants are unable to arrive on schedule.

The four contestants and two camera operators from each school will be permitted in the studio during taping. Additional spectators from each school can view the program from Instructional Technology Services.

9. Any questions concerning the competition and its rules must be brought to the attention of the judges immediately. The decision of the judges is final and adjustments will not be made after the end of the round. Contestants may not leave the studio until the judges have officially verified the scoring and announced the winner.

10. Alternates should be prepared and ready to accompany the team in the event a team member is unable to compete. Sponsors must notify ITS as soon as it is known that a substitution is to be made.
11. Richland One High School Bowl is sanctioned by the S.C. High School League. Eligibility requirements as outlined in the High School League Handbook must be met.

Contestants may not wear anything white or light-colored. The cameras are not equipped to deal with these colors. Do not wear anything with small checks, highly reflective jewelry, if possible, prescription glasses that turn dark under light, or sweatshirts. **Contestants should dress appropriately for the event.** Male students should wear a shirt and tie.

## COMPETITION RULES

### Toss-up Questions

1. Competition begins with Toss-up questions, each of which is worth 10 points. There are four regular Toss-up questions, one bonus toss up question and a final toss up question (see further explanations below).
2. The moderator will read the questions. The category for each question will be given prior to the reading of the question.
3. Any team member may buzz-in at any time while the question is being read. The moderator will stop reading the question immediately when someone buzzes. The contestant buzzing in first and recognized by the moderator must answer. Only one answer will be accepted. The contestant will have 10 seconds to answer.
4. If the contestant answers incorrectly, the moderator will simply state that the answer is incorrect. At this point the member of the opposing team who buzzes in first will have five seconds to answer the question. The moderator will repeat the question **only** if the **question** was not completed on the first reading. The correct answer is provided by the moderator if an incorrect answer is given by both teams, and play resumes with the next question.
5. A Toss-up question is an **individual effort** and contestants **may not** discuss, give gestures or make eye contact.

### Bonus Toss-up Questions

1. The fifth question in each round is a Bonus Toss-up, which is worth 10 points. Correctly answering the Bonus Toss-up question allows the team the opportunity to answer the Bonus question.

### Bonus Questions

1. The Bonus question may be a single question or it may have several parts.
2. Contestants **may discuss** the Bonus question. Up to 20 points may be awarded for answering correctly.
3. Ten seconds will be allotted for answering Bonus questions.
4. If an incorrect answer(s) is given, no points will be awarded. The moderator will give the correct answer and go to the next round of Toss Up questions.

## Final Toss-up Question

1. The same general rules for Toss-up questions apply except as stated.
2. The moderator will announce that this question will be the final question **before it is read.**
3. Any member of either team may buzz in on the Final question. The contestant buzzing in first and recognized by the moderator must answer. Only one answer will be accepted.
4. A correct response scores 25 points. If an incorrect answer is given, the moderator will address the opposing team unless the question was not completed on first reading. In that case, the moderator will repeat the question.
5. In the event of a tie after the Final Toss-up, a ten point Toss-up will be asked. If the recognized contestant misses the question, the other team may buzz and answer. If the question had not been completed before the first buzzing in, the moderator will reread the question.

## Other Rules

1. The last name of a person is acceptable when an answer is given. However, if a first name is given, it must be the correct name. The judges will not accept James Kennedy for Robert Kennedy. It would be better to say Kennedy.
2. To answer a question, the contestant must signal by buzzing in and then wait to be recognized by the moderator before giving an answer.
3. The moderator will announce the final question. When a correct answer is given, the competition will end.
4. When spelling a word, a student may not backtrack and change letters. If a student backtracks, he/she must continue with the letters originally used.
5. Only bonus questions will be repeated for clarification.
6. To answer a question, the contestant must signal by buzzing in and then **wait to be recognized by the moderator before giving an answer.**