

Scholastic Bowl

Scholastic Bowl is a team competition. Two teams of five compete to see who knows their trivia. Scholastic Bowl season begins in January and goes through April.

Team Expectations:

Team members must be in attendance at practices and matches. Your absence from practice is excused if you are marked with an excused absence from school that day. Your absence is unexcused if you do not let a coach know before practice that you cannot make it or if you miss for an unexcused reason (i.e. forgot, too busy, no ride).

Practices are every Thursday (unless there is a meet that week on a different day). You will meet in the cafetorium after school and a coach will pick you up. You must be present in the cafetorium by 2:30 at the latest and practice ends at 4:00.

Remember that Scholastic Bowl is a team competition. You must respect everyone. Whether we are in competition against another school or at our own practice, school rules and character counts still apply. You are representing Hickory Creek Middle School when you compete in Scholastic Bowl. At HCMS, we display sportsmanlike conduct at all times. You need to be respectful of your own team members, your own school, as well as opponents' schools, teams, and coaches. Not exhibiting these traits can effect your position on this team.

Matches are made up of a variety of different questions. Toss-up questions are open to everyone but can only be answered by an individual, not through talking to team members. The team that wins a toss-up question receives control of the bonus questions. These questions have anywhere from 3-5 parts and may only be answered by the team. Questions Topics include but are not limited to the following: Science, Math, Social Studies, Language Arts, Fine Arts/Performing Arts, Vocational Education and General Information

Each match consists of two halves with a two minute break in between. Each half consists of 15 toss-up questions and 10 bonus questions. Teams are given 15 seconds to answer a toss-up question. If a team member buzzes in they are given 3 seconds to answer once their name is called by the moderator. If a team answers a toss-up question incorrectly the question rebounds to the opposing team and they have any remaining time from the 15 seconds to answer or 3 seconds if time has already run out (clock runs while answer is given). Teams are then given 30 seconds for a bonus question. The rebounding team will be given the remainder of the 30 seconds or 3 seconds. Teams may not confer during a toss-up question, only the team member who buzzes in may answer the question. Teams are allowed to confer after a bonus question has been read. Teams are also allowed to have a pencil and paper to use during the bonus or for math computation. During a bonus, teams must put down their pencils and pass any answers to the captain when he calls time or when their 30 seconds run out. The opposing team must do the same. There is no more conferring or writing once the captain begins to answer. This goes for both teams.

Rules:

1. No talking while question is being read (lose chance to answer).
2. When you buzz in, wait for the moderator to call your name.
3. On a toss-up question, the person who buzzes in must answer.
4. After a bonus question has been read to the team that answered the toss-up question correctly, each team has 30 seconds to confer until the captain of the team being read the question calls time (pencils down and pass answers).
5. The team captain is the only one who can answer a bonus question unless he defers to another team member.
6. Once the captain begins answering, the team may not communicate. No talking, passing papers, or looking at a paper near you.
7. Any part of a bonus question answered incorrectly is rebounded to the opposing team.
8. Never question the moderator or the validity of a question! Save your questions for the coaches after a match or during a time-out.