

# Alpine School District

# KNOWLEDGE BOWL

## PARTICIPATION GUIDELINES AND RULES

- **Divisions:** The Knowledge Bowl program consists of three divisions of competition for the district tournament: Primary (Grades 3-4), Intermediate (Grades 5-6), and Secondary (Grades 7-9). The division in which the team competes is determined by the team member in the most advanced grade.
- **Qualifications:** The Knowledge Bowl program is open only to schools in Alpine School District. School teams are only available to students enrolled in the sponsoring school.
- **Team Composition:** A Knowledge Bowl team consists of **five students**. Alternates are discouraged. A team may play with only four members present. If a sponsoring school chooses to include an alternate player, then there may be only one alternate. The non-playing team member should be identified and may sit with the spectators during tournament games. Alternates may be rotated into play only at the beginning of a new game. The sponsoring school is responsible to fund and secure any additional medals needed for alternate players on winning teams.
- **Team Registration:** Sponsoring schools may send up to **three teams per division** to the district tournament. Each sponsoring school must register by the registration deadline and pay a tournament fee of **\$20.00 per team**. Teams that miss the registration deadline may register by the late registration deadline and must pay a late registration fee of **\$25.00 per team**. No registrations will be accepted without the appropriate fee. **All fees are non-refundable.**
- **Forfeitures:** A minimum of four team members must be present at the starting time of their scheduled game for the team to compete. Less than four team members will cause forfeiture. If a team member arrives after the moderator has begun asking the first toss-up question, then he/she may not participate in that game. For scoring purposes, teams which "win" a game by forfeit are given the average score of their other games as the score of the forfeiture game and receive the bonus points for winning.
- **Tournament Questions:** Both teams are offered a toss-up question. The first player from either team to respond to the question, which is indicated by the buzzer system, will be acknowledged by the moderator and must then begin a response within three seconds. If the team member responds correctly, then his/her team qualifies for a bonus question. If the team member responds incorrectly, then players on the other team are given an opportunity to hear the question in its entirety and attempt to answer it by the same procedure, which is by

individually responding on the buzzer system. If the responding player on this team is also wrong, the moderator moves on to the next toss-up question. Teams qualifying for a bonus question will hear the question and then have ten seconds to consult with each other. The question will be repeated and the team captain or designated teammate must begin the response within three seconds.

- **Tournament Scoring:** Games consist of fourteen toss up questions. Correctly answered toss-up questions are worth ten points each. Bonus questions are two-part questions during the first half of each game and three-part questions during the second half of each game. Five points are awarded for each part of the bonus question answered correctly. Winning teams are awarded an additional twenty-five points. Primary and Intermediate tournament winners will be determined by total points earned with the "Top Ten" teams recognized. Secondary tournament winners are determined by a simple playoff series made up of the top four scoring teams as determined by total points earned in the first four games.