



FACCS/IACCS Brain Bowl Competition Manual

All changes
from
previous
version in
light blue.

FACCS is delighted to offer competitions for FACCS Member Elementary, Middle School, and High School and Homeschool Group students and individual homeschoolers. These competitions are designed for the purpose of allowing students to gain valuable experiences through the process of competition and evaluation. We want your young people to develop their talents and have a platform for their God-given abilities. Thank you for your help and support in achieving this goal.

Purpose of the Brain Bowl

- To enhance student development of poise and communication under pressure.
- To provide students with an outlet for their God-given talents and abilities.
- To foster an attitude of academic challenge and a chance for gifted students to excel through quality Christian competition.
- To provide an opportunity for students to meet and encourage students from other Christian schools and homeschoolers.

Registration & Fees

- FACCS competitions are only open to students who are enrolled in a FACCS or IACCS Member School or Homeschool Group and individual homeschoolers.
- For Member Schools/Homeschool Groups, it is the school's/group's responsibility to register students for competition. Any registration received from a participant separate from the school registration will be declined.
- For individual homeschoolers, it is a parent's responsibility to register homeschoolers for competition. Any registration received from a homeschooler separate from a parent registration will be declined.
- Please follow all registration and entry deadlines. Due to scheduling and judging constraints, late registration entries may not be accepted.
- Fee structure will be determined by competition and membership status. Information regarding fees will be available at the time of registration.
- ALL fees must be paid before participants will be permitted to compete.

Conduct Code

- The conduct of any participant, school representative, parent, or spectator is expected to meet the standard of believers noted in I Timothy 4:12, *"Let no man despise thy youth. but be thou an example of the believers, in word, in conversation, in charity, in spirit, in faith, in purity."*
- Polite, courteous actions toward others evidencing respect and Christian graces are expected at all times. Patience, kindness, and good sportsmanship will be the rule.

- Students representing their Christian school are also expected to evidence behavior befitting the testimony of their school and Savior. This is true regarding the all aspects of the competition including orientation.
- All participants, sponsors, parents, and other persons associated with a team are bound by an honor code to behave responsibly and ethically. This includes, but is not limited to:
 - neither giving nor receiving impermissible assistance,
 - not creating the temptation for another to cheat,
 - abiding by all decisions of the competition staff,
 - not colluding with another person to "fix" a round result,
 - not intentionally "throwing" a round,
 - honestly reporting details of round situations to the Coordinator,
 - and promptly reporting violations of this honor code to the Coordinator.
- Instances of misconduct may result in sanctions to be determined by the Coordinator. These sanctions include, but are not limited to, suspension of a participant from one or more rounds, loss of round(s) for a team, score or clock adjustment, or expulsion of an entire team from the Brain Bowl.
- Sanctions are not appealable.

Dress Code

- FACCS feels that participants should adhere to the highest standards of Christian testimony, competition, and decorum. Therefore, students, sponsors, and spectators are expected to dress appropriately and modestly for all events related to this competition.
- Participants should stay within the dress code guidelines of the school represented. Homeschool students are expected to dress appropriately for each competition. Sponsors and spectators are expected to dress appropriately.
- Sloppy, immodest, or inappropriate dress are not acceptable for this competition (*including baggy/sloppy/immodest shorts or jeans, and flip-flops*). The participant will be asked to change clothing or risk disqualification.

Supervision

- It is the school's responsibility to provide adequate supervision for their students at all times during any competition.
- Parents may be considered as supervisors; please be sure they are aware of all competition guidelines and expectations for supervision.
- Each participating school is also required to provide the following adult sponsors to act as officials each day of the competition:
 - If one (1) or two (2) teams are entered: **two (2) officials**
 - If three (3) teams are entered: **three (3) officials**
 - If four (4) or more teams are entered: **four (4) officials**

Description of Event

- There are no regional competitions in this event, only the state competition.
- This is a two-day event for High School teams; a one-day event for Middle School teams.

- Each school may enter up to:
 - three (3) teams in the High School division; two (2) teams in the Middle School division,
 - and each school is required to provide the following:
 - one (1) lock-out buzzer system that has at least four (4) buzzers,
 - one (1) stopwatch.
 - two (2) of each above if more than two (2) teams total are entered.
- High School Preliminary Rounds:
 - All teams compete against each other in a “quiz bowl” style competition.
 - Teams earn points for correctly answering questions.
 - Each team member also earns points for correctly answering questions.
 - There are no Preliminary Rounds for Middle School.
- Finalist Rounds:
 - ALL Middle School teams compete against each other.
 - The top one half of the teams from the High School Preliminary Rounds compete against each other to determine Finalist Round winners.
- High School Consolation Rounds: the bottom one half of the teams from the High School Preliminary Rounds compete against each other to determine Consolation Round winners. There are no Consolation Rounds for Middle School.

Schedule

- The general schedule for the High School Brain Bowl is:
 - Day One: Preliminary Rounds
 - Check-in and orientation will be held before the High School Preliminary Rounds.
 - All High School teams will participate in the High School Preliminary Rounds.
 - Day Two: Finalist and Consolation Rounds
 - All teams from the Preliminary Rounds will compete in the Finalist and Consolation Rounds.
- The general schedule for the Middle School Brain Bowl is:
 - Day One:
 - Check-in and orientation will be held before the Finalist Rounds.
 - All Middle School teams will participate in the Middle School Finalist Rounds.
 - There is no Day Two for Middle School division.
- A specific schedule will be released within two weeks of the competition.

Eligibility of Participants

- This competition is designed for students in grades 6 - 12 who are enrolled in a FACCS/IACCS Member School or Homeschool Group and for individual pre-registered homeschoolers.
- Member School / Homeschool Groups
 - Each school/homeschool group is permitted to enter up to three (3) High School teams and two (2) Middle School teams.

- From here on in this manual, the term “school” will also apply to a homeschool group.
- Homeschoolers
 - For the purpose of FACCS competitions, a homeschooler is one:
 - who is not enrolled full-time in any type of school (Christian, private, charter, public, online, or distance learning) for academic purposes,
 - whose parent or guardian has registered with the local school district home school education office, and
 - who is not enrolled in a FACCS/IACCS Member School or Homeschool Group.
 - Homeschoolers are required to follow the registration and payment procedures, conduct code, dress code, supervision requirements, and eligibility for multiple-entry guidelines for each competition.
 - For this competition, a homeschooler may enter
 - Middle School division if he/she is of standard middle school age: student is eleven (11) to thirteen (13) years old on Sept. 1 of the active school year (September 1st - July 1st).
 - High School division if he/she is of standard high school age: student is fourteen (14) to seventeen (17) years old on Sept. 1 of the active school year.
 - Individual homeschoolers will register and will be placed on a team of two (2) or four (4) members on a *first come, first served basis* until a maximum of three (3) High School and two (2) Middle School teams are filled.

Awards

- High School Division
 - Finalist and Consolation Rounds: plaques and/or ribbons are awarded to the school and each team member for first, second and third place teams.
 - Individual awards: *(based on individual answers of Toss Up Questions only)*
 - Plaque and cash award for the top three individual scorers for the entire competition.
 - Plaque for the top individual scorer from the Middle and High School Finalist and High School Consolation rounds.
 - Trophy for the top scorer for the entire competition (Middle and High School combined) from each school.
- Middle School division
 - Plaques and/or ribbons are awarded to the school and each team member for first, second and third place teams.
 - Individual awards: *(based on individual answers of Toss Up Questions only)*
 - Plaque and gift card award for the top three individual scorers for the entire competition.
 - Trophy for the top scorer for the entire competition (Middle and High School combined) from each school.

Competition Manuals

- Participants are to follow all of the guidelines as stated in this manual.
- There will be revisions from time to time in procedures and expectations. All schools, parent educators, coordinators, officials, and judges will be made aware of the manual version (see top of page) that will be used for each competition.
- Manuals for all FACCS competitions are available separately at www.faccs.org

Competition Rulings

- All FACCS competition coordinators, officials, and judges are aware of competition rules and regulations and are empowered to make decisions as needed.
- Any/all rulings or decisions made by coordinators, officials, or judges are final.

Questions

If you have any questions about the competition, please contact the below individuals for answers. Following this order will help you get the answers you need in a timely manner.

1. Your School Competition Coordinator - *call your school*
2. FACCS Office of Program Services - *visit www.faccs.org for contact information*

Brain Bowl Procedures

- **Teams**
 - Each team consists of two (2) to six (6) members; however no more than four (4) and no less than two (2) members may compete in each round.
 - Each team will elect a Captain for each round.
 - Team members can be substituted for another team member and vice-versa at anytime during the competition, but not during a round.
 - If a school has more than one team, those teams must remain separate and distinct as registered throughout the competition. *i.e. no team switching.*
 - Middle School students may participate on a High School team for day two of competition:
 - Must be registered with a High School team, however cannot participate on day one.
 - May join the team on day two with which he/she was registered.
 - Will count toward the minimum/maximum permitted on a team.
- **Rounds**
 - All rounds will begin at the scheduled time and will proceed with those participants who are present and ready to compete. Try to be present in the room a few minutes before each round is scheduled to begin.
 - If a team fails to appear for a match after five (5) minutes, forfeit will occur in which the present team will have an opportunity to answer all of the questions in the round.
 - If a participant is late, he or she may still join the competition upon the next Toss Up Question but no attempt will be made to update him or her.
 - Team members must wear their name tags to each round so that they may be seen by the Moderator and Scorekeeper.

- If a question is raised about anything at the end of a round, the teams will need to remain at their tables, converse with no one except their competing teammates, and wait to be dismissed by the Moderator.
- At the end of each round, the teams are to remain in their rooms until the runner returns with the room envelope and the Moderator dismisses the teams to the next round.
- **Questions**
 - Questions will cover the following topics: English, math, literature, history, music, geography, art, people, news, trivia, mythology, science, current events, and sports. *Some questions will include secular content, but will be filtered for appropriateness.*
 - Questions will come from an un-circulated set of quiz bowl questions obtained by FACCS/IACCS from a *reputable quiz-bowl question preparation company.*
- **There are two types of questions that will be asked by the Moderator.**
 - *The Toss Up Question:* ten (10) points each.
 - There are fifteen (15) Toss Up Questions per round.
 - Either team may answer the Toss Up Question.
 - All participants must remove their hand from the buzzer before the Toss Up Question is asked. *Exception: when a lock-out system is used that has handheld buzzers, the participants may hold the buzzer.*
 - The Moderator will read the Toss Up Question. Both teams are given the *five (5) seconds* to **activate the buzzer** for an opportunity to answer. *Exception: ten (10) seconds for all math questions.*
 - Answering a Toss Up Question.
 - No discussion is permitted by either team on Toss Up Questions.
 - Only one (1) team member (the one who buzzes-in first) will be permitted to answer the Toss Up Question.
 - The participant should not attempt to answer the question until called upon by name by the Moderator.
 - If the participant answers the question before being called upon by name, he or she will be issued one (1) warning by the Moderator. Three (3) such warnings in a round will disqualify the participant from the rest of the round and he/she may be replaced by another team member. Five (5) warnings in a round will disqualify the participant from the competition!
 - No part of the question will be repeated by the Moderator.
 - *Once the Moderator calls on a team member to answer, he/she has five (5) seconds to begin the answer.*
 - **The question must be completely answered within five (5) seconds after starting to answer.**
 - *Exception: spelling questions will receive ten (10) seconds to answer the question.*
 - If a correct answer is given, the team will then be offered a Bonus Question (see explanation below).

- Participants who give accurate but ambiguous responses may be prompted by the Moderator for more information to clarify if needed. *i.e. a player answers Bush, when the answer sought is George W. Bush – the Moderator may say, “Please give the full name.”*
 - For Toss Up Questions, only the first answer given will be accepted by the Moderator.
 - Any additional information given by a player following the answer will be ignored, unless attempting to clarify an ambiguous response as prompted by the Moderator.
 - If a player attempts to clarify a perceived ambiguous response without the prompting of the Moderator and supplies additional, but incorrect, information, the answer will be considered incorrect. *i.e. if the question is “Who was the president assassinated in 1963?” the acceptable answer is “Kennedy.” However, if the player answers “Kennedy . . . Robert” then it is considered incorrect.*
 - For Bonus Questions,
 - only the first answer given per part will be accepted by the Moderator.
 - answers must be listed in the same order as the questions were given.
 - Lists that don’t require order will be accepted as correct regardless of order *i.e. “List five cities in Florida.”*
- **Round Scoring**
 - At the end of each round, an unofficial score will be announced, however, this score will not be official until confirmed by the Coordinator at Brain Bowl Central and posted.
 - Only the team sponsor may question a score after a round is completed. This should be handled with the Moderator and Scorekeeper before sending the score sheet to Brain Bowl Central.
- **Challenges**
 - The **Team Captain** may challenge the:
 - answer to a question **given by either his team or the other team**,
 - interpretation of the rules by the Moderator, or
 - scoring after the completion of a question.
 - A challenge must be presented by the Captain **before** the next question (either Toss Up or Bonus) has been started by the Moderator.
 - The challenge **must** be written and sent to Brain Bowl Central in the room envelope by a runner for review by the Coordinators. Competition will continue until the response is received from the Coordinators.
 - If the challenge is **not** upheld by the Coordinators, five (5) penalty points are added to the score of the opposing team.
 - Decisions of the Coordinators are final.
 - A challenge to the scoring of a question should be handled by the Moderator.
- **Penalties**
 - Penalties are levied for the following reasons:
 - Interrupting a Toss-Up Question before it is completely read by the Moderator **and** answering it incorrectly, and
 - issuing ANY challenge that is **not** upheld by the Coordinators,

- Penalties are recorded as five (5) points added to the total score of the opposing team.
- **Spectators/Sponsors**
 - Although spectators and sponsors are welcome to observe, they must not interfere with the rounds in any way. For this reason, we ask ALL sponsors and spectators to refrain from talking, applauding, and eating or drinking in the rooms.
 - Spectators/sponsors should also dress modestly and appropriately.
 - Communication between the participants and any spectator/sponsor will not be permitted.
 - No one will be permitted to enter or leave a room once a round has begun with the exception of a runner or a late participant.
 - **Spectators/sponsors may not initiate or issue a challenge or contribute to a challenge discussion in any way. This will be strictly enforced!**
 - The Moderator may ask a spectator/sponsor to leave a round anytime these policies are violated or if his/her behavior is disruptive.
- **Miscellaneous**
 - Paper, pencils, and copies of the rules will be provided to each team. No other reference materials, including calculators, slide rules, or PDAs will be permitted.
 - All cell phones must be turned OFF during a round. Do not set on vibrate as that will still disrupt competition with the small size of rooms.
 - No voice recorders or video cameras are permitted in the competition rooms.