



<p>All changes from previous version in light blue.</p>

FACCS Brain Bowl Competition Manual

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 player 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 players will be permitted to compete.

Conduct Code

- The conduct of any player, 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 players, 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 player 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 players 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.
- Players 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 player 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) total teams are entered: **two (2) officials**
 - If three (3) total teams are entered: **three (3) officials**
 - If four (4) or more total 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 eight (8) total buzzers,
 - one (1) stopwatch (or its equivalent)
 - one (1) computer running MS Excel 2007 or higher
 - **two (2) of each above if three (3) or more total teams are entered.**
- Middle School Rounds
 - Teams play against each other in a “quiz bowl” style competition - games are randomly assigned.
 - Teams earn points for correctly answering questions.
 - Each team member also earns points for correctly answering questions.
- High School Preliminary Rounds:
 - Teams play against each other in a “quiz bowl” style competition - games are randomly assigned on day one and assigned by rank on day two.
 - Teams earn points for correctly answering questions.
 - Each team member also earns points for correctly answering questions.
- High School Finalist / Consolation Rounds:
 - Finalist Rounds: the top ten teams from the High School Preliminary Rounds play against each other to determine Finalist Round winners.
 - Consolation Rounds: the remaining teams from the High School Preliminary Rounds compete against each other to determine Consolation Round winners.

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

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 three (3) to four (4) members on a *first come, first served basis* until a maximum of two (2) High School and two (2) Middle School teams are filled.

Awards

- High School Division
 - Preliminary Rounds: trophies will be awarded to the top ten (10) teams that qualify to advance to the Finalist Rounds.
 - 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)*
 - Plaques and cash awards for the top three individual High School scorers for the entire competition.
 - Plaque for the top individual scorer from High School Finalist and High School Consolation rounds.
 - Trophy for the top scorer from each school for each division (Middle and High 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)*
 - Plaques and cash awards for the top three individual Middle School scorers.

Competition Manuals

- Players 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 three (3) to six (6) members; however no more than four (4) and no less than three (3) members may play in each game.
 - Each team will elect a Team Captain for each game.
 - Team players can be substituted for another team player between games, but not during a game.
 - 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, however:
 - they must be registered with a High School team
 - they must be registered with both a High School and Middle School team if participating with both
 - they may join the team on Day Two with which he/she was registered.
 - they may participate with the High School team in rounds in which no Middle School game is scheduled on Day One.
 - they will count toward the minimum/maximum team members permitted on a team.
- **Games**
 - All games should begin at the scheduled time and will proceed with those players who are present and ready to play. Try to be present in the room a few minutes before each game is scheduled to begin.
 - If a team fails to appear for a game after five (5) minutes from the start time as indicated by the Moderator, the present team will be presented the questions in order.
 - If an entire team or player enters the room after the game has begun, they or he may still join the game upon the next Toss Up Question, but no attempt will be made to update the team or the player.

- Players must wear their name tags to each game and display them so that they may be seen by the Moderator and Scorekeeper.
- If a question is raised about anything at the end of a game, the teams will need to remain at their tables, converse with no one except their teammates, and wait for the issue to be addressed by the Moderator.
- At the end of each game, 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 game.
- **Questions**
 - Questions will cover the following topics: English, math, literature, history, music, geography, art, people, news, trivia, mythology, science, current events, and sports. Many 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 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 (this number may change to accommodate scheduling issues if necessary)
 - Any player from either team may answer the Toss Up Question by “buzzing in”.
 - All players must remove their hands from the buzzers before the Toss Up Question is asked. *Exception: when a lock-out system is used that has handheld buzzers, players may hold the buzzer.*
 - The Moderator will read the Toss Up Question.
 - Both teams are given the five (5) seconds from the time the question ends to **activate the buzzer** for an opportunity to answer. *Exception: ten (10) seconds for all math calculation questions.*
 - If no player activates their buzzer within the five seconds to attempt the answer, the Moderator will give the answer and move to the next Toss Up Question.
 - Answering a Toss Up Question.
 - No communication of any kind is permitted by either team on Toss Up Questions. This includes any bodily motion (i.e. head-nod, finger-point, etc.) to indicate which player should answer a question.
 - Only one (1) team player (the one who buzzes-in first) will be permitted to answer the Toss Up Question.
 - The player should not attempt to answer the question until called upon by name by the Moderator.
 - If the player answers the question before being called upon by name, he or she will be issued one (1) warning by the Moderator.

- Three (3) such infractions in a game will disqualify the player from the rest of the game
 - He/she may be replaced by another team player.
 - No part of the question will be repeated by the Moderator.
 - Once the Moderator calls on a team player 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 by a player, the team will then be offered a Bonus Question (see explanation below).
 - If an incorrect answer is given or the player fails to start or complete the answer within the time limits:
 - the opposing team receives the question without it being repeated by the Moderator.
 - the opposing team has 5 seconds to buzz in, 5 seconds to begin the answer, and 5 seconds to complete the answer with the previously mentioned exceptions.
 - If neither team answers the Toss Up Question correctly, the Moderator will give the correct answer, then move to the next Toss Up Question.
 - If the Moderator is interrupted by a buzzer of a player on either team while asking the Toss Up Question, that team player will be recognized and permitted to answer without hearing the rest of the question.
 - If the answer is correct, the team will be offered the Bonus Question.
 - If the answer is incorrect, five (5) penalty points will be deducted from the score of the offending team score, and
 - the Moderator will read the entire question and the opposing team will be given an opportunity to answer within the above time limit guidelines.
 - If two (2) buzzers and lights are activated simultaneously (very rare), the Moderator will ask both players to write out the answer to the question. If both answers are correct, both teams and both players will receive points and will be given the chance to respond to the Bonus Question in writing.
- **The Bonus Question:** Up to twenty (20) points.
 - This question is a multiple response question that is offered to the team that correctly answers a Toss Up Question.
 - Conference within a team is permitted in order to obtain correct answers to the Bonus Question.
 - Once the Moderator has completely read the Bonus Question two (2) times, the team will have twenty (20) seconds to confer.
 - At the end of the 20 seconds, the Moderator will call TIME and the Team Captain, or his/her designee, must immediately list their answers

in the same order as the questions were given. Only answers given by the Team Captain or designated player will be accepted.

- “List” answers that don’t require a specific order will be accepted as correct regardless of order given (see below).
- The first answer given by the Team Captain or designated player will be the answer the Moderator accepts.
- The team may begin conferring at any time while the question is being read the second time through by the Moderator. If conferring begins during the first reading, the Moderator will stop reading immediately and the team will be given the standard time to confer and answer from that point.
- For correct answers, the team will be awarded Bonus points. Only team points are awarded for Bonus Questions.
- Parts of the question answered incorrectly or not answered within the time limit will not be counted against the team score.
- **Correct Answers**
 - To receive credit for Toss Up and Bonus Questions, responses must indicate accurate and unambiguous knowledge of the correct answer.
 - Accuracy requires only minimal information for most answers. *i.e.* acceptable minimal information is underlined: George Washington; *On the Origin of Species by Means of Natural Selection.*
 - Players 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.
 - List answers that don’t require a specific order will be accepted as correct regardless of order given *i.e. “List five cities in Florida.”*
- **Game Scoring**
 - At the end of each game, an unofficial score will be announced, however, this score will not be official until confirmed by the Coordinator at Brain Bowl Central.

- Each Team Captain will be asked to review the score sheet and initial it next to the team score (or verbally indicate agreement if electronic scoring) to verify accuracy of points awarded to individual players, for Bonus Questions, Penalties, and final team score in a game.
- If there is a discrepancy noted by Team Captain, it should be handled with the Moderator and Scorekeeper before sending the score sheet to Brain Bowl Central.
- **Challenges**
 - A Team Captain may challenge the:
 - answer to a question given by either his team or the other team, or
 - interpretation of the rules by the Moderator.
 - Time Out - any team player may initiate a challenge with their Team Captain by calling "Time Out".
 - Each team will be allotted two (2) Time Outs per game to allow players to discuss a potential challenge with the Team Captain.
 - "Time Out" must be called by any active player before the first word of the next question has been read by the Moderator.
 - Once acknowledged, the team will have five (5) seconds to discuss whether or not to challenge.
 - At the end of the Time Out, the Team Captain must either issue the challenge or indicate no challenge will be issued.
 - Spectators, alternate players, or sponsors in the room may NOT participate in the Time Out or challenge discussion.
 - When a team has used up both of their Time Outs, challenges can still be issued by the Team Captain, but discussion among the group is not permitted prior to issue.
 - These time outs do not carry over from game to game.
 - The challenge, complete with question number, must be written out and sent to Brain Bowl Central in the room envelope by a runner for review by the Coordinators. Competition will continue with the next Toss Up Question until the response is received from the Coordinators.
 - If the challenge is not upheld by the Coordinators, five (5) Penalty points will be deducted from the score of the challenging team.
 - Decisions of the Coordinators are final.
- **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 deducted from the final score of the offending team in that game.
- **Spectators/Sponsors**
 - Although spectators and sponsors are welcome to observe, they must not interfere with the game in any way. For this reason, we ask ALL sponsors and spectators to refrain from talking, applauding, eating, or drinking in the rooms.

- Spectators/sponsors should also dress modestly and appropriately.
- Communication, verbal or non-verbal, between the players and any spectator/sponsor will not be permitted.
- No one will be permitted to enter or leave a room once a game has begun with the exception of a runner or a late player.
- **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 game anytime these policies are violated or if his/her behavior is disruptive.
- While it is permissible for alternate/extra players who are not actively engaged in a game to watch, if they are being disruptive they will be asked to leave the room by the Moderator or Coordinators.
- If there is an over-abundance of spectators, the Moderator or Coordinators may limit the number of spectators in a room.
- **Miscellaneous**
 - Paper, pencils, and copies of the rules may be in the possession of players during a game. Other reference materials, including mobile phones, tablets, calculators, rulers, compasses, protractors, or slide rules will NOT be permitted.
 - All cell phones must be turned OFF during a game. 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.