



Rules and Game Format
2011 Army JROTC National Academic Bowl
2011 Navy JROTC National Academic Bowl
2011 Air Force JROTC National Academic Bowl

A. General Rules

1. The game format shall consist of four quarters:
 - 8 tossup questions worth 10 points each
 - 4 tossup questions worth 10 points each with 4 sets of bonus questions worth a total of 30 points each
 - 4 sets of "give-and-take" bonus questions worth a total of 50 points each
 - 8 tossup questions worth 20 points each

2. A team shall consist of four players. There may be no more than two juniors (graduation year: 2011) on the team. There is no limit to the number of sophomores and freshmen – up to the total number on the team of four players. Only in the event of illness or injury may a team compete with fewer than four players.

3. At no point in the competition may a team lose points for an incorrect answer.

4. Each team should designate a team captain before the match begins. Although answers to bonus questions should come from the team captain, the team captain may designate another player on his/her team to answer that question.

5. The only items a team may have at their table during competition are paper and pens or pencils. Calculators may NOT be used, and no questions will require the use of a calculator or other similar electronic device.

6. The team with the most points at the end of the game shall be declared the winner. Should a match be tied at the end of regulation, 10-point tossup questions will be read until a team answers a tossup correctly, and that team will be the winner.

B. Tossup Questions (first, second, and fourth quarters)

1. All tossup questions in the first and second quarters are worth 10 points each. All tossup questions in the fourth quarter are worth 20 points each.
2. A player wishing to answer a tossup question may ring in using the buzzer system at any point after the moderator has begun reading the question. Only one player per team may ring in to answer any tossup question.
3. As soon as a team has rung in, the moderator or his/her designee will recognize the team by school name. While it is encouraged that a team wait to answer until they have been recognized, there is NO PENALTY for answering before being recognized by a game official.
4. Once a team has rung in, they will have 5 seconds to give their answer to the question. Team members ARE ALLOWED to discuss with each other before giving their answer. The answer should come from the player who rang in, but again, there is no penalty if another player on that team gives the answer. If a team does not give its answer within 5 seconds, they will be deemed non-responsive, and their answer will be ruled incorrect (though the moderator will give no indication that any answer they may have given was correct or incorrect).
5. If the player answers incorrectly, the other team (if they have not already attempted to answer the question) is eligible to answer. The moderator will complete the question if necessary but will NOT repeat the question.
6. Once a tossup question has been read in its entirety, unless otherwise stated, players will have 5 seconds to ring in (some questions, such as math, may allow more time, and this will be specified in the question if applicable). After time has expired, the moderator will call "time," give the answer to the question, and proceed to the next question of the match.
7. If a player rings in to give an answer, but a player from the other team gives an answer instead, that team's answer will be ignored, and the team that rang in will still be entitled to answer the question at that point.
8. All rulings related to timing are at the discretion of the moderator and may NOT be appealed.
9. If a team answers a tossup question correctly, they receive the appropriate number of points (10 points in the first and second quarters, 20 points in the fourth quarter).

C. Bonus Questions (second quarter only)

1. Any time a team answers a tossup question correctly in the second quarter of the match, that team is also entitled to a bonus question.
2. Bonus questions will consist of three parts that are all categorically related (e.g., Answer these questions about Presidents of the United States). The first part will be worth 5 points, the second part will be worth 10 points, and the third part will be worth 15 points.

3. After each part of the bonus question is read, unless otherwise stated, team members will have 5 seconds to confer with each other before giving their answer (as with the tossup round, some questions, such as math, may allow more time, and this will be stated in the question). After time has expired, the moderator will prompt the team to give an answer immediately (saying something such as, "Captain, your answer please."). The answer should be given by the team captain, though the captain may designate another player to give the answer for the team.
4. If a team answers a part of the bonus question correctly, they receive the appropriate number of points. If they answer incorrectly or do not respond in time, the other team will have an opportunity to answer that part of the bonus question and steal those points. The second team will be prompted essentially immediately for their answer (except as stated in rule C.5 that follows), so it is encouraged that they confer quietly while the first team is conferring.
5. If a team answers their bonus question before they have used all of their allotted time (5 seconds unless stated otherwise in the question) and answer incorrectly, the second team will be allowed the additional time not used by the first team to confer before they are required to give their answer.
6. In the second quarter, a bonus question is only given if a tossup question is read correctly. If a tossup question is answered correctly by neither team, the accompanying bonus question will not be read, and the next tossup question will be read to both teams.

D. The Give and Take Round (third quarter)

1. The third quarter will consist of 4 four-part questions, each totaling 50 points. The rules for these questions are similar to those applicable for bonus questions with some exceptions noted below.
2. At the beginning of the third quarter, the moderator will read the four categories of questions available in the Give and Take Round. Each category will have 4 questions in it: one 5-point question, one 10-point question, one 15-point question, and one 20-point question.
3. The team who has fewer points entering the third quarter will have the first selection. Should the teams be tied at this point, a coin flip (with the team on the moderator's left calling) will be used to decide who selects first.
4. The team with the first selection will choose one of the four categories that they wish to take for themselves and one that they wish to give to the opposing team. Immediately after this, the other team will select one of the two remaining categories to take for themselves and one to give to the first team.
5. The rules for the questions are the same as bonus questions except that there is NO opportunity for the opposing team to steal points should a team answer incorrectly. If a team answers incorrectly, the correct answer will be given, and the next question in the category will be read (if applicable).

E. Correctness of Answers

1. The moderator will only accept the first answer given by a team to a question. If a team changes its answer, only the first answer will be considered and acknowledged.
2. In some cases, a team's answer may be partially correct, but more information than that which was given may be necessary. Should this be the case, the moderator will say something such as "More specific, please." The team will then have an opportunity to give a more specific answer.
3. In general, for people, last names are sufficient, though in some cases, first names may be needed to distinguish between possible answers (e.g., Johnson could refer to either Lyndon Johnson or Andrew Johnson, so the moderator should ask the player for more specific information).
4. If any part of a player's answer is incorrect, the entire answer is incorrect. For example, if a player says "George Xavier Washington", the answer will be ruled incorrect because Xavier is not part of George Washington's name.
5. All answers to math questions **MUST** be expressed in simplest terms. For questions involving square roots, the denominators **MUST** be rationalized. Questions involving units (e.g., centimeters, inches, etc.) will specify in what units the answer is being sought, so players do **NOT** need to include units in their answers for such questions.
6. On any matching questions, items in the two columns to be matched will be lettered or numbered. The best response is an answer similar to "A is 3, B is 4, C is 1, D is 2," as this provides the greatest degree of clarity and most closely matches the form of the answer listed for the moderator. Moderators may ask for further clarification of a team's answer as necessary, but rule E.1. still applies: a team may not change its answer, and the first answer that the team gives is the one that will be acknowledged by the game officials.
7. In any situations in which there is conflicting information within the question (such as a mathematical expression being written in two different, non-equivalent forms in the question), that question shall be thrown out and replaced with another question in the same general subject.

F. Appeals

1. If a team wishes to appeal/challenge the correctness of an answer (either theirs or the other team's), they must do so **IMMEDIATELY**. That is, a team must issue their appeal before the next question of the match has been read. Any appeals issued after that point will **NOT** be granted. If a team is unsure of whether they wish to appeal/challenge the correctness of an answer, they should ask the moderator to pause before proceeding to the next question.
2. Any team member competing in the match at that time or a coach of that team may submit an appeal.

3. Upon being recognized, a team submitting an appeal will be given an opportunity to explain their position. Game officials are encouraged to quickly resolve the protest to both teams' satisfaction if possible before the game continues. If, for any reason, this is not possible, the appeal will be deferred until after the match is completed and will only be adjudicated if the outcome of the match (that is, which team wins or loses) is at stake. For example, an appeal regarding a swing of 10 points will not be adjudicated if the final score is 230-130, as it would not affect the outcome of the match. However, an appeal regarding a swing of 20 points would be adjudicated if the final score were 150-140.

4. Any appeals that cannot be resolved by the game officials in the match may be brought to the chief moderator, who will assemble a committee of three officials, none of whom were involved in the match in question, to make a ruling. Once such a ruling has been made, it is final and may NOT be appealed further.

5. In all appeals that are granted, all efforts will be made to restore the game to the state that it was in prior to the situation that triggered the appeal. All points granted in error shall be removed, and all points that should be added but were not will be granted. No changes to events prior to the event being appealed shall be made.

G. Tournament Format

1. In the preliminary rounds of the competition, each team will be guaranteed an equal number of matches. Pairings for these matches will be determined by a random draw held the night before the tournament begins.

2. After the preliminary rounds, the top teams will advance to the playoff rounds of competition. The number of teams will vary for each branch: 12 of the 24 Army teams, eight of the 16 Air Force teams, and all four of the Navy teams will compete in playoff rounds within their branch. The teams will be ranked in order first by their win-loss record and then by the total number of points they have scored.

3. The playoff teams will be placed into a single-elimination bracket for the playoff rounds of competition as indicated on the tournament schedule.

4. The winning teams from each of the Army, Navy, and Air Force will compete in the Tri-Service Championship, which will follow the same rules of competition except for the following three differences:

a. The game format will be 50% longer than a normal match. Hence, the first quarter will consist of 12 tossup questions, the second quarter will consist of six tossup-bonus pairs, the third quarter will consist of six sets of "give-and-take" bonus questions, and the fourth quarter will consist of 12 tossup questions. The question point values will remain the same.

b. In the second quarter, should a team miss a part of the bonus question, the other two teams must buzz in before having an opportunity to steal the points on that part of the question.

c. In the third quarter, the order of category selection will still proceed from the fewest points to the most. Since there is more than one team competing, however, the teams will each choose one category for themselves and one category to give to the team on their right (or the team sitting furthest to the left if no team is sitting to their right).

H. Subject Distribution

1. The questions for this competition will follow a standard college preparatory high school curriculum.

2. The subject matter distribution will be approximately as follows:

- 29% mathematics
 - The focus areas of these questions will be in algebra I, geometry, probability and statistics, and fundamental numerical concepts, such as prime factorization and divisibility.
 - Some questions may contain material from algebra II and fundamentals of precalculus and trigonometry.
- 29% English
 - Most of these questions will be on rules of grammar and composition, appropriate college preparatory level vocabulary, and literary terms.
 - Some questions will cover characters, plots, and authors of literary works, focusing on great works of American literature and timeless classics of English and other world literature. Many of these titles are part of schools' or school districts' college preparatory curricula.
- 17% science
 - The focus of these questions will be on biology and physical science (fundamental concepts of chemistry and physics).
 - Some questions may contain material from more advanced inorganic chemistry, earth science, and computers/technology.
- 17% social studies
 - These questions will provide close to equal coverage of the following four areas: American history, world history, current events, and U.S. government.
- 8% interdisciplinary (exactly 1 first quarter tossup and 1 fourth quarter tossup each game)
 - These questions will utilize a combination of the categories listed above in some form.