Foothills Academic Bowl Handbook 2015 -2016

**Revised**



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**Participating High Schools**

Chestatee, Dawson, East Hall, Fannin, Flowery Branch, Forsyth Central, Gainesville, Gilmer, Lambert, Lumpkin, North Forsyth, North Hall, Pickens, South Forsyth, Towns, West Forsyth, West Hall and White and Lakeview Academy

CONTENTS

Overview

Membership Requirements, Weekly Games, Forfeited Games, Weekly Results ------ 3

Procedures, and Tournament Games Team Selection and Preparation …………….… 4

Determination of Region Winners and Tournament …………………………………..5-6

Game Format and Team Selection…………………………………………………….. 7

The Play, Lightning Rounds………..…………………………………………………. 8

Toss-up Bonus Round, and

Tie Breakers Team Worksheet (Current Events). ………………………………….…..9

Cheating, Question Confidentiality, Challenges/Conflict Resolution, and

Acceptable Answers …………………………………………………………..10

Format for Academic Bowl Questions ………………………………………….….. .11

Academic Team Tournament Games ……………………………………………..…12

Academic Bowl Timekeeper’s Instructions ………………………………………....13

Academic Bowl Rules Summary for Readers ……………………………………... 14

Academic Bowl Weekly Score Sheets …..…………………………………………...15

Academic Bowl Coaches and Contact Information ……………………………...….16

Foothills Academic Bowl Schedule **………………………………………………….**17 -18

Foothills Academic Bowl Tournament Score Sheets …………………….................. 19-21

OVERVIEW

Foothills Academic Bowl is a grade 9-12 competition among 18 schools from Northeast Georgia in the areas of math, science, social studies, language arts, and current events. High schools in these systems are grouped into five regions to minimize travel as much as possible. Weekly competitions start in September and finish in October, with a final tournament competition in November. Qualifying for the final tournament competition will depend upon a team’s ranking, an average of points earned and win-loss percentage during regular season within their region. Note: Any team dropping out prior to the Fall Coaches Meeting will be eliminated from the schedule. No team shall receive a win by forfeit based on a team that drops out of the competition.

I. Membership Requirements

* Each school participating in the Foothills Academic Bowl season will pay $285.00 annually. Coaches of participating schools must notify the Foothills Academic Bowl of their school’s intent to participate during the coming school year and must submit the membership fee to the Academic Bowl Coordinator (or appropriate designee) prior to scheduling at the annual summer work day.
* Academic Bowl team player membership is restricted to students in grades 9–12.

II. Weekly Games / Forfeited Games / Weekly Competition Results Procedures

Weekly Games

* Coaches present for the annual work day for the Foothills Academic Bowl will have all appropriate input taken with regards to region designation and scheduling for the season beginning in the fall after the work day.
* Regular season matches are to be played on Mondays in September and October. If a game needs to be postponed, the two coaches are to make arrangements for rescheduling the game. Make-up games may be scheduled for another day during the week of the missed game or at the earliest date that both schools can compete. However, all make-up games must be completed by Monday, November 2, 2015. The host coach is to notify the Academic Bowl coordinator that the game has been rescheduled and should keep the questions in a secure place for use during that play. Keeping Foothills Academic Bowl informed will help avoid unnecessary phone calls regarding competition final score results.

**Forfeited Games**

• The host team is required to wait thirty (30) minutes for the guest team before the game is determined to be a forfeit. In case of an emergency, a phone call from the guest coach stating the nature of the emergency *may* lift this requirement if the call is made as soon as possible after the emergency arises but not more than 30 minutes after the game is scheduled to begin. A team shall receive a win by forfeit but no points.

Email both Dixie Watkins and Jimmy Blackmon immediately regarding the nature of the forfeit. E-mail: watk41@bellsouth.net and jimmy9181981@gmail.com.

Weekly Competition Results Procedures

* The host school is responsible for reporting scores. Once a match is completed, both coaches must sign the score sheets. Email a copy of the weekly score sheet for each team to Jimmy Blackmon at [jimmy9181982@gmail.com](mailto:jimmy9181982@gmail.com) within 24 hours.

Qualification for Foothills Academic Bowl Tournament

* **The top three (3) teams in each Region** will be determined by the following criteria in the order given.

1. Percentage of wins and losses 2. Percentage of Points Earned 3. Head to head record

The resulting 9 teams will advance to the Foothills Region Tournament with **three (3) WILD CARD teams selected from across all three regions**. The following criteria will be used to select the WILD CARD teams:

1. Percentage of Points Earned 2. Percentage of wins and losses 3. Head to head record

* The Foothills Academic Bowl Tournament will be in two parts; a 12 team round-robin and a 12 team single elimination tournament with each part having a variation of the regular season match format. For the round-robin portion of the tournament, teams will be placed into three different groups. Placement into the groups for the morning round-robin tournament will be done according to the chart below.

|  |  |  |
| --- | --- | --- |
| Group 1 | Group 2 | Group 3 |
| Region 1 – Winner | Region 2 – Winner | Region 3 – Winner |
| Region 2 – Second Place | Region 3 – Second Place | Region 1 – Second Place |
| Region 3 – Third Place | Region 1 – Third Place | Region 2 – Third Place |
| Wild Card – any region | Wild Card – any region | Wild Card – any region |

Placement of Wild Card teams: The three region winners will be ranked 1st through 3rd using the same criteria as the wild card teams. The 1st wild card team will be placed in the group with the region winner ranked 3rd. The 2nd wild card team will be placed in the group with the region winner ranked 2nd. The 3rd wild card team will be placed in the group with the region winner ranked 1st.

In the morning, a round-robin will be played to give every team the opportunity to play in three rounds of competition that will determine the overall 1-12 seeding for the single elimination tournament held in the afternoon. Every team that competes will have a minimum of three rounds of competition on the day of the tournament. Seeding for the single elimination tournament will take place according to the following criteria.

1. Percentage of wins and losses in Round-Robin
2. Percentage of Points Earned in Round-Robin
3. Percentage of Points Against in Round-Robin
4. Head to Head record
5. Coin Toss

In the afternoon, a single elimination tournament will use the following bracket:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Round 1 | Round 2 | Round 3 | Championship |  |
|  | 1 Seed |  |  |  |
|  |  |  |  |  |
| 8 Seed | Room 1 |  |  |  |
| Room 1 |  |  |  |  |
| 9 Seed |  |  |  |  |
|  |  | Room 1 |  |  |
|  | 4 Seed |  |  |  |
|  |  |  |  |  |
| 5 Seed | Room 4 |  |  |  |
| Room 4 |  |  |  |  |
| 12 Seed |  |  |  |  |
|  |  |  | Room 1 |  |
|  | 3 Seed |  |  |  |
|  |  |  |  |  |
| 6 Seed | Room 3 |  |  |  |
| Room 3 |  |  |  |  |
| 11 Seed |  |  |  |  |
|  |  | Room 2 |  |  |
|  | 2 Seed |  |  |  |
|  |  |  |  |  |
| 7 Seed | Room 2 |  |  |  |
| Room 2 |  |  |  |  |
| 10 Seed |  |  |  |  |
|  |  |  | Third Place |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  | Room 2 |  |
|  |  |  |  |  |

Forfeiture occurs if any team is 10 minutes late for any round of competition. No team may leave the tournament until the team is eliminated. Each team must provide a reader for one round past elimination.

TEAM SELECTION AND PREPARATION

Even though Foothills Academic Bowl no longer falls under the auspices of the Georgia High School

Association, it must be in compliance with requirements of Georgia Public School Standards. Each member

school is to maintain whatever records are required by the standards and by its local school system.

The Teams

* There is no set way to choose members for your team. Some schools have teachers nominate potential members. Others have open membership or hold try-outs if it is necessary to limit the number of participants. The method of selection is left to the coach’s discretion.
* A team consists of up to four players competing at a time with as many alternates as a team desires.
* Teams may play with less than four players if needed.
* A team captain must be designated for the Toss-up/Bonus Round.
* Ninth through twelfth graders may play on the varsity teams.
* The junior varsity players are limited to ninth and tenth graders. Ninth and tenth graders may move up and back through the second week of play; however, any ninth or tenth grader who is playing on the varsity team through Week 2 may not return to the junior varsity team.
* If, for any reason, after Week 2 the varsity team loses enough players to be unable to reasonably compete (i.e. has only two players), the coach may permanently move a junior varsity player to the varsity team with approval from the Foothills coordinator. Obviously, eleventh and twelfth graders may never play on the junior varsity team.

GAME FORMAT

All matches, except tournament games, will consist of four rounds: two lightning rounds (one for Math/Science and one for English/Social Studies), a team worksheet in all subject areas, and a toss-up/bonus round in all areas.

General Information

* A Captain must be identified for the Toss-up/Bonus Round. Captains will be identified for convenience of the reader with paper “Captain” signs. All players on the team may vary from round to round. Playoff and tournament games will follow the same rules.
* It is not necessary to play the same students from one week to the next. You may choose a new captain each week and may vary team members from week to week with the only restrictions being those concerning changing from Junior Varsity to Varsity (Page 4).
* During competition there will be both Varsity and Junior Varsity questions in the areas of mathematics, language arts, social studies, and science, as well as toss-up bonus questions and tie-breakers. The package will also contain forms for recording the scores for each round and the game results. Current events may be included within any of these areas of questioning.
* Each team’s coach must provide paper and writing instruments for all his/her players. Pencil and paper may be used in all segments, not just math and science. However, all scratch paper should be destroyed at the end of the game. No player should remove scratch paper from the room.
* During season play, two rooms are needed for each competition – one for Varsity, one for Junior Varsity. Separate rooms are better than a library or cafeteria since players and participants are not as likely to be distracted by activity in another area of the room. If it is necessary to utilize one large area, care should be taken to situate students in a way that minimizes distraction.

Competition Room Setup

For each regular season game, the host school needs to set up two rooms for competition according to the specifications listed below. One room is for Varsity competition, and the other room is for Junior Varsity competition.

One adult scorekeeper or two student scorekeepers. Coaches may keep score.

One timekeeper with stopwatch or timer and copy of Academic Bowl Timekeeper’s Instructions (Page 11)

Two “Captain” signs to designate captains

Questions for each round

Paper and Pencils – Teams must supply their own pencils and paper for each match. The host team is NOT responsible for providing paper or pencils to visiting teams.

Buzzer System - Teams must bring their buzzer systems to all away games or risk forfeiting the match.

One adult reader. Provide a copy of Academic Bowl Rules Summary for Readers (Page 12) to each reader prior to the game. Make every attempt to have readers who are familiar enough with the subject area to pronounce terms correctly or in the case of math, read equations correctly. The reader is *the only person* who is to face the players during an official game. All others, scorekeeper(s), timekeeper and guests, must be seated behind team players. If the physical make-up of the buzzer system and available electrical outlets necessitate otherwise, an exception may be made.

THE PLAY

I. Lightning Rounds

* The lightning round is one in which four members of one team play against four members of the other team using buzzer system. Team members sit together, facing the reader with competing teams on opposite sides of the buzzer controls. Substitutions of players may be made between rounds and at the mid-point in each round.
* Each lightning round will consist of 20 questions and the final round will have 18 toss-up and bonus PAIRS**.**
* The reader reads the toss-up question and waits for students to ring in. Students may ring in anywhere from the start of the question until time expires for that question. No answer will be accepted if a student rings in as time is called. In the Math-Science round, participants will be given 15 seconds to ring in after the question is completed and participants will be given 5 seconds in the Language Arts-Social Studies round. Note: The timekeeper will give a 5-second warning for math and science questions.
* The first player to buzz in may answer the question after being recognized by the reader. At whatever point the reader hears the buzzer, he/she stops reading, recognizes the player and asks for the answer. Recognition can be visual or verbal but should be consistent throughout the round. The player must answer immediately with no pause, no continuation of the unfinished question, and no prompting on incomplete answers.
  1. •. If a student answers a toss-up before being recognized and is the first to ring in, the reader should recognize him and accept or reject his answer based on correctness of answer. If a student answers a toss-up before being recognized and is not the first to ring in, that toss-up goes to the other team.
  2. • If the player answers a toss-up question incorrectly or fails to answer immediately, that question goes to the other team. Reset the timing. (Time starts again at 0.) The reader may wait up to 15 (M-S) or 5 sec (LA-SS) seconds for a player from that team to buzz in. Timing proceeds as described above with the rebound team allowed the full time to answer the question. If the reading of the missed question was interrupted, the reader will turn to the other team and say, “I will repeat the question,” re-reads the question, and allows that team 15 (or 5) seconds to respond. If the reading of the question was completed before the student rang in, the question is not re-read. The reader will turn to the other team, and say “I will not repeat the question, may I have your answer please.” Note: If the question is reread or not, time starts over when the question goes to the other team, and that team gets the full 15 (or 5) seconds to answer.
* If both teams miss the question or neither team buzzes within the allotted time after completion of the question, the reader gives the correct answer and proceeds to the next question.
* There is no point penalty for incorrectly answered toss-up questions which are interrupted.
* There can be no pauses or thinking breaks during the answering of a toss-up question.
* There can be no conversation or consultation on toss-up questions. If the reader determines that team members are talking before answering, the opposing team and *only* the opposing team may answer the specific question.
* If a reader inadvertently provides the correct answer to a toss-up question following an incorrect answer, that toss-up will be eliminated and the team that did not have an opportunity to answer will receive a replacement toss-up question.
* Each correct answer is worth ten (10) points.

II. Team Worksheet Round

* Any number of team members can work on the worksheet together.
* The team worksheet consists of fourteen (14) questions in relation to current events from newspapers. The questions will be e-mailed to your school on Sunday night; therefore, please check your e-mail the first thing upon arriving at school on Monday morning. If there is a problem with your e-mail, please notify Jimmy Blackmon immediately so there will be time to get questions to you or your partner school for the game.
* The reader hands the team worksheet face down to the captain of each team. At the reader’s signal, teams begin work. Teams of three or more students will have five minutes to complete the worksheet. In the event the team cannot reach consensus on an answer, the captain’s decision is final. No answers can be changed after the five-minute collaboration period is over.
* Teams collaborating on the worksheet outside the classroom must be supervised by an adult.
* The reader checks the worksheets immediately, records the teams’ scores on the worksheet, and returns the worksheet and the answer sheet to the team captain. The captain may challenge immediately upon receipt of the correct answers. If no challenges are issued, the next round starts.
* Total number of points for the worksheet is 140. Therefore, if there are 14 questions, they are 10 points each.
* Feel free to examine any current events resources, including but not limited to newspapers, television newscasts and websites like the New York Times Learning Network (http://www.nytimes.com/learning/).

III. Toss-up Bonus Round

* Identify the team captain before the round begins.
* The round consists of 18 toss-up/bonus pairs. All questions are worth 10 points each, making a possible 20 points for each toss-up/bonus pair. All questions in this round have a 15-second time limit.
* For toss-up questions players must ring in before time expires and answer immediately after being recognized by reader. The reread rules are the same as for the lightning round. When a player correctly answers a toss-up question, his/her team is given the first chance to answer the bonus question.
* The bonus question has a fifteen (15) second discussion/consultation time limit. *AFTER* “time” is called, the reader will ask for the answer, and the captain must answer immediately. The captain must begin the answer when requested by the reader, with no pauses or thinking breaks. The bonus question will be read only once.
* If the bonus question is answered incorrectly or not answered within the time limit, it will “bounce back” to the opposing team. When the reader recognizes the captain of the opposing team, he/she must answer the bounce-back bonus question immediately.
* **The team captain normally delivers the answer to a bonus question**. The team captain may designate another player to deliver the answer, but the designated player must then answer immediately.

IV. Tie-Breakers

• In the event of a tied game, a tiebreaker toss-up question will be given with no bonus. The winner will be the team who answers the first toss-up question correctly. No points are awarded.

ELECTRONICS, CHEATING, CONFLICT RESOLUTION, CONFIDENTIALITY, and ACCEPTABLE ANSWERS

Electronics

Students and adults should not use electronics in the competition room except for the purpose of timekeeping. All cell phones must be turned off when entering the room of competition.

I. Cheating

* If the reader suspects that a member of the audience is cheating or communicating with a player answering a question, the reader may ask that person to leave the room or move away from the team.
* If the reader suspects a player of cheating, s/he issues a warning. If the fault occurs a second time, the offending player is asked to leave. In this instance, one team would be left with one fewer team member. If the offense occurs during the toss-up bonus round, the team will compete with only three players or remaining members if a second or third player is removed for cheating also.
* To discourage dishonesty during the worksheet round, each team must be supervised by an adult. The coach of the opposing team may go into the hallway if one of the teams chooses to work in the hallway.

II. Question Confidentiality

* The Foothills region coordinator will provide questions to all teams at the coaches meeting in the fall. Questions at the host school may be opened on the afternoon of the day of the match for readers to study before the game. This procedure will enable security of questions and allow the readers to work on pronunciation and to correct any errors that might appear in the questions. NOTE: The Academic Bowl exists for the benefit of the students; therefore, all people involved are expected to keep questions confidential. The visiting coach MUST BRING his/her UNOPENED ENVELOPE of questions for that week to the meet.
* After competitions the used questions may be retained for future practice usage.
* Alternate questions will be printed at the end of the questions for each round. Any of these questions may be substituted for a problematic question or used if the reader inadvertently gives an answer before the question bounces back to the other team. Note: When possible, an equivalent substitution should be made. Example: Replace a math question with a math question, etc.

III. Challenges and Conflict Resolution

* Challenges need to be made by the appropriate team member immediately before the reader goes to the next question. Coaches and the reader will privately resolve all challenges at the end of the round. If the challenge occurs during the toss-up/bonus round, the reader should hold the bonus question until the status of the toss-up question is resolved.
* Lightning and Toss-up Questions -If an answer is ruled incorrect, only the student answering the question may challenge. The reader should note the challenge by recording the answer given, and continue play. For the toss-up/bonus round, hold the bonus question until the challenge is resolved, and proceed to the next toss-up question. When the challenge is resolved, award the points to the team that answered the question correctly, and if applicable, give the bonus question to the appropriate team. This bonus question is still under the bounce-back rule.
* Bonus Questions – If an answer is ruled incorrect, only the captain may issue a challenge. The reader should note the challenge by recording the answer given and continue reading questions to finish the round.
* ***Coaches or spectators may not challenge nor prompt a player to challenge***.
* If a coach determines that a situation calls for discussion, s/he may call time out and confer *privately* with the reader and the other coach. Circumstances for time-out may include, but are not limited to, procedural problems, player behavior, incorrect answers provided on the question sheets, adherence to rules, etc.

IV. Acceptable Answers

* The first answer given by a player must be judged as his answer. If a player gives a wrong answer and corrects it (James Thurber, oh, no, I meant Thornton Wilder), he does *not* get credit.
* Blitzing is not permitted. If the answer given is “Margaret Mitchell’s *Gone With the Wind,*” *Margaret Mitchell* will be accepted as the *first* and *only* answer.
* Last names are adequate for answers unless otherwise specified. However, if the player volunteers an incorrect first name, the answer is wrong.
* Mathematics questions involving π should have answers given in terms of π. No decimal approximations will be accepted unless specific parameters are given within the question.
* All math answers should be in simplest form.
* If units are specified in an answer on the question sheet, the student answering the question must give the correct unit of measure with the correct quantity. For example, if the correct answer is 144 square feet, but the student answers 144 feet, his answer is incorrect.
* Questions with multiple parts: All parts must be answered correctly to receive credit, therefore no partial credit for parts of any question. All or none.
* Last names are adequate for answers where singular ownership is understood. However, if the player volunteers an incorrect first name, the answer is wrong. Multi-name ownership, such as Bush, needs to be specified with the first name, too (George, Jeb, or George W.), in order to completely identify ownership.

2015-2016 FORMAT FOR ACADEMIC BOWL QUESTIONS

From Knowledge Master: Junior Varsity Content

|  |  |  |  |
| --- | --- | --- | --- |
| Science | Math | Language Arts | Social Studies |
| Earth Science | Algebra | Grammar | Geography |
| Physical Science | Geometry | Shakespeare | World History |
| Biology | Word Problems | Mythology | Government |
| Geology | General Math | Vocabulary/Spelling |  |
| Astronomy | Trigonometry | Language |  |
| Health |  | General Literature |  |
| General Science |  |  |  |
| Oceanography |  |  |  |
| Meteorology |  |  |  |

From Knowledge Master: Varsity Content

|  |  |  |  |
| --- | --- | --- | --- |
| Science | Math | Literature & Language Arts | Social Studies |
| Astronomy, Geology | Algebra | Grammar | U. S. Geography |
| Oceanography, Meteorology | Geometry | Literature: General, American, World | World Geography |
| Anatomy/Physiology Biology | Trigonometry | Shakespeare | World, European, and American History |
| Physics | Word Problems | Vocabulary/Spelling | Government |
| Chemistry |  | Mythology | Economics |
| General Science |  | Language | Law |

FOOTHILLS ACADEMIC BOWL TOURNAMENT COMPETITION

Round-Robin Match Format

Round-Robin format is a variation of the regular season format, to provide an opportunity to rank all teams based on the same questions on the day of the tournament. The round-robin will be SHORTER rounds than regular season matches, most notably, the round-robin matches will NOT have a worksheet. :

1. Lightning rounds have only 16 questions each (LA/SS and M/S)
2. Toss-up bonus rounds have 10 toss-up and 10 bonus.

Single Elimination Match Format

The Single Elimination format will be very similar to the regular season rounds, with slight variations:

1. Lightning rounds will have 16 questions each (LA/SS and M/S)
2. Toss-up bonus rounds will have 10 toss-up and 10 bonus.

Tournament

Format –Round Robin and Single Elimination Teams – 12 teams will be invited (Top three teams from each region and three “wild card” teams) Rounds Played – 3 Round Robin matches and at least one elimination tournament match Ranking/Seeding –Seeding for elimination tournament will be done according to performance on the day of the event in the Round Robin portion of the tournament. If a qualifying team cannot attend, that team’s coach must notify the Foothills coordinator as soon as possible so that another team can be invited to fill that position. Failure to fill that qualifying spot means that some divisions may not have the opportunity to play three morning rounds.

Foothills Academic Bowl Tournament - Host School Responsibilities

Send all coaches an information sheet regarding directions to the tournament site, parking, arrival/approximate departure time, schedule/provisions for eating, if needed, and materials to bring.

* Reserve a large meeting place (cafeteria, gymnasium, etc) so that all players, coaches, and readers can meet together before the tournament games begin.
* Reserve rooms so that Varsity teams and Junior Varsity teams will be on separate halls to alleviate traffic congestion.
* Inform teachers whose rooms will be used for play that materials and equipment need to be tucked safely away.
* Prepare a sign for each door indicating which rounds are to be played in that room.
* Indicate room numbers on both brackets and make a copy for each coach. Distribute copies at registration.
* Assign buzzer systems to specific rooms, so that coaches will know where their buzzer boards are located.

Each Academic Bowl Team

Supply One Buzzer system for each team that is participating in the event.

Supply an experienced reader for each team that is participating in the event

.Readers are required to stay one (1) round past their team’s elimination.

Coaches should bring Paper and Pencils for their team. The Host school is NOT responsible for providing these materials.  
 See the room assignments for readers, buzzer boards, and players in the materials provided by the host school.

Academic Bowl Coordinator’s Responsibility

* Determine teams to play in tournament and notify them.
* Provide question packets, score sheets, bracket for varsity and junior varsity, enlarged copy of each bracket, and trophies/plaques/medallions.
* Register coaches and readers as they arrive at the tournament site.
* Assign readers, timers, and scorekeepers to rooms as they register.
* Review rules with readers, coaches, and players before the games begin.
* Remind all players that as guests of the host school we are to leave the rooms as we find them. We should not be opening drawers, boxes, etc. and examining the contents.
* Award prizes.

ACADEMIC BOWL TIMEKEEPER’S INSTRUCTIONS

Lightning Rounds

Details The reader reads the toss-up question and waits for the buzzer. The timekeeper should start time immediately after the reader finishes the question and should announce boldly when time is up. The timekeeper may use a timer on a cell phone if needed. Students may buzz in any time from the start of the question until time expires for that question. No answer will be accepted if student rings in as time is called. In the Math-Science round, participants will be given 15 seconds to buzz in after the question is completed and participants will be given 5 seconds in the Language Arts-Social Studies round. Note: there should be a 5 second warning for Math and science questions.

If the player answers a toss-up question incorrectly or fails to answer immediately, that question goes to the other team, and the timer should restart time. If the reading of the question was completed before the student rang in, the question is not re-read. The reader will turn to the other team, and say, “I will not repeat the question; may I have your answer please.” The reader may wait up to 15 sec (M-S) or 5 sec (LA-SS) seconds for a player from that team to buzz in. Timing proceeds as described above. If the reading of the missed question was interrupted, the reader will turn to the other team and say, “I will repeat the question,” re-reads the question, and allows that team 15 (or 5) seconds to respond. Note: If the question is reread or not, time starts over when the question goes to the other team, and that team gets the full 15 (or 5) seconds to begin an answer.

Summary

Allow 15 seconds for math and science questions. Give a 5-second warning for math and science questions. Allow 5 seconds for language arts and social studies questions. Allow the second team full time for bounce-back bonus questions if the first team answered before time was called.

**Toss-up/Bonus Round**

**Details** Each of the toss-up questions is paired with a bonus question. The toss-up question and the bonus question have 15-second time limits. Players must ring in before time expires and answer immediately after being recognized by reader. The reread rules for toss-ups are the same as for the lightning round.

The bonus question answered incorrectly or not answered within the time limit will “bounce back” to the opposing team. The bounce-back answer must be given within 3 seconds. If the first team misses the question, the reader will ask the other team for an immediate answer.

Summary

Allow 15 seconds for all toss-up questions. Allow full time for the second team to answer a bounce-back toss-up question. Allow teams 15 seconds to consult on a bonus question. The team captain must answer immediately *after* you call time. If the captain designates another player to answer, the designated player must answer immediately without hesitation. The second team has only 3 seconds to answer a bounce-back bonus question.

ACADEMIC BOWL RULES SUMMARY FOR READERS

\*\*Coaches---Please read these guidelines to your team regularly for familiarity.

1. Pencil and paper provided by the team’s coaches may be used in all segments.
2. Readers shall mark each question with the team that answers correctly.
3. The reader should pause at the midpoint in both the lightning rounds and in the toss-up bonus round

and ask coaches if they would like to substitute players.

1. Readers should read the topic heading for each question. The reader responds to an answer only with the words “correct” or “incorrect.” **No prompting is permitted**. Readers should be careful to stop reading as soon as the buzzer sounds.
2. The first answer given by a player must be judged as his answer. If a player gives a wrong answer and corrects it (James Thurber, oh, no, I mean Thornton Wilder), he does *not* get credit.
3. Last names are adequate for answers where singular ownership is understood. However, if the player volunteers an incorrect first name, the answer is wrong. Multi-name ownership, such as Bush, needs to be clarified with the first name too (George, Jeb, or George Jr.), in order to completely identify ownership.
4. Mathematics questions involving π should have answers given in terms of π. All math answers should be in simplest form.
5. If units are specified in an answer on the question sheet, the student answering the question must give the correct unit of measure with the correct quantity. If the answer is 144 square feet, do not accept 144 feet.
6. Multiple part questions have to be answered completely to receive any credit.
7. No student may prompt another student to make a challenge or challenge for the student.
8. If you judge a question to be bad, inappropriate, or ambiguous, substitute one of the extra questions found at the end of the question list. Also, if you know an answer is incorrect, correct the answer *before* the round begins. Also, reword a question that sounds ambiguous or misleading. These corrections should be made *before* the round starts and brought to the attention of both coaches. You may use your discretion as a professional in the interest of accuracy and fair play during any round you are reading.
9. Students have five (5) seconds to answer language arts and social studies questions in the lightning round. They have 15 seconds to answer math and science questions in the lightning round. They have 15 seconds to answer all toss-up and bonus question in the toss-up/bonus round. Expect a five-second warning for math and science questions to indicate that only five (5) seconds of time remains.
10. If a team’s answer to a *lightning round* or *toss-up* question is ruled incorrect, the team member giving that answer may challenge. The reader should note the challenge and let the other team have a turn at answering that toss-up question. Hold the bonus for the challenged toss-up question until the end of the toss-up/bonus round. At the end of the round, coaches and readers should meet privately and determine which team, if either, gave the correct answer. Award the points to the team that answered the lightning round or toss-up question correctly and give that team the first opportunity to answer the bonus question.
11. Identify the team captains in the *toss-up/bonus round* before the round begins. The team captain answers and issues challenges to bonus questions. Other team members may be designated to answer, but designated player must answer immediately. Each bonus question will be read only once. The reader will ask for the answer to the bonus question *after* time is called, and the answer should be given immediately. If the first team misses the bonus question, the question “bounces back” to the second team. The second team has only 3 seconds to answer a bounce-back bonus question.
12. No excessive celebrations during competitions or in hallways near competition area.

**2015-2016 Foothills Academic Bowl**

**Season Score Sheet**

**Varsity Junior Varsity (Please Circle One) Week Number: \_\_\_\_\_\_\_\_**

**Host Team \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Visitor Team \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **LIGHTNING** | **ROUND 1** |  |  | **LIGHTNING** | **ROUND 2** |  | **TOSS-UP BONUS ROUND** | | |  |  |  |
|  | **Math/** | **/Science** |  | **Lang. Arts** | **/Soc. Studies** |  | Host |  | **Host Points** | Visitor |  | **Visitor Points** |
| Question | Host Points | Visitor Points |  | Host | Visitor Points |  | Toss-Up | Bonus |  | Toss-Up | Bonus |  |
| 1 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 2 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 3 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 4 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 5 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 6 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 7 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 8 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 9 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 10 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 11 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 12 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 13 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 14 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 15 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 16 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 17 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 18 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 19 | 10 | 10 |  | 10 | 10 |  |  |  |  |  |  |  |
| 20 | 10 | 10 |  | 10 | 10 |  |  |  |  |  |  |  |
| **TOTALS** |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  | **HOST** | **VISITOR** |  |
| **Host Coach** | **Signature** |  |  |  |  |  | Toss-up Bonus | | |  |  |  |
|  |  |  |  |  |  |  | Math/Science | | |  |  |  |
| **Visitor Coach** | **Signature** |  |  |  |  |  | Language Arts/Social Studies | | |  |  |  |
|  |  |  |  |  |  |  | **GRAND** | **TOTAL** |  |  |  |  |

**PLEASE NOTE**: The weekly score sheets need to be signed by both coaches at the close of the match. **Score Submission Instructions:** Scan score sheets into your computer and e-mail them to Jimmy Blackmon at [jimmy9181982@gmail.com](mailto:jimmy9181982@gmail.com) within 24 hours of the match.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  |  |  |  | | --- | --- | --- | --- | --- | | **Foothills Academic Bowl Coaches, 2015 – 2016** | | | | | |  |  |  |  |  | | **High School** | **Coach** | **FAX** | **Phone #** | **E-Mail** | | 1. Chestatee | Sandra W Rudd | 770-532-2202 | 770-532-1162 | [sandra.rudd@hallco.org](mailto:sandra.rudd@hallco.org) | | 2. Dawson County | Kathleen Eade Terry Barber | 706-265-3936 | 706-265-6555 | [keade@dawson.k12.ga.us](mailto:keade@dawson.k12.ga.us) [tbarber@dawson.k12.ga.us](mailto:tbarber@dawson.k12.ga.us) | | 3. East Hall | Katie N. Buffington | 770-535-1184 | 770-536-9921 | Katien.buffington[@hallco.org](mailto:Gabe.loggins@hallco.org) | | 4. Fannin | Kim Kribbs Sabrina Howard | 706-632-4442 | 706-632-2081 | [kkribbs@fannin.k12.ga.us](mailto:kkribbs@fannin.k12.ga.us) [showard@fannin.k12.ga.us](mailto:showard@fannin.k12.ga.us) | | 5. Flowery Branch | Joan Grindle, Terri Barker | 770-967-1218 | 770-967-8000 | [mrsgrindle@yahoo.com](mailto:mrsgrindle@yahoo.com) [joan.grindle@hallco.org](mailto:joan.grindle@hallco.org) [terri.barker@hallco.org](mailto:terri.barker@hallco.org) | | 6. Forsyth Central | Katie McPeak, Patrick Cobb, | 770-781-2289 | 770-887-8151 X110180 | [Pcobb@forsyth.k12.ga.us, kmcpeak@forsyth.k12.ga.us](mailto:Pcobb@forsyth.k12.ga.us,%20%20%20%20%20%20%20%20%20%20%20%20%20%20kmcpeak@forsyth.k12.ga.us) | | 7. Gainesville | Pam Michelsen, Bryant Tench |  | 770-536-4441 | [bryant.tench@gcssk12.net, pam.michelsen@gcssk12.net](mailto:bryant.tench@gcssk12.net,%20pam.michelsen@gcssk12.net) | | 8. Gilmer High | Carla Davis, Mary-Melissa May | 706-276-5088 | 706-276-5080 | [carla.davis@gilmerschools.com. ; mary-melissa.may@gilmerschools.com](mailto:carla.davis@gilmerschools.com.%20;%20mary-melissa.may@gilmerschools.com) | | 9. Lambert | Jolie Carlson |  | 678-965-5050 ext. 411319 | [JCarlson@forsyth.k12.ga.us](mailto:hhudson@forsyth.k12.ga.us) | | 10. Lumpkin County | Aaron Hopper, Ashley Moye | 706-864-4929 | 706-864-6186 | [amoye@lumpkin,k12.ga.us, ahopper@lumpkin.k12.ga.us](mailto:amoye@lumpkin,k12.ga.us,%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20ahopper@lumpkin.k12.ga.us) | | 11. North Forsyth | Amy Dykes Justin Hodges | 770-781-2273 | 770-781-6637 X160253 | [ADykes@forsyth.k12.ga.us jhodges@forsyth.k12.ga.us](mailto:ADykes@forsyth.k12.ga.us%20jhodges@forsyth.k12.ga.us%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20) | | 12. North Hall | Diane Acker | 770-983-7941 | 770-983-7331 | [diane.acker@hallco.org](mailto:diane.acker@hallco.org) | | 13. Pickens | Seana Thompson; Will Nix | 706-253-1815 | 706-253-1800 | willnix@pickenscountyschools.org seanathompson@pickenscountyschools.org | | 14. South Forsyth | Brian Fahey Bradley Frilot | 770-888-1224 | 770-781-2264 | [bfahey@forsyth.k12.ga.us](mailto:bfahey@forsyth.k12.ga.us) bfrilot@forsyth.k12.ga.us | | 15. Towns County | Becky West ;Jennifer Hogsed | 706-896-6628 | 770-896-4131 | [bwest@townscountyschools.org](mailto:bwest@townscountyschools.org)  [jhogsed@townscountyschools.org](mailto:jhogsed@townscountyschools.org) | | 16. West Forsyth | Gerry DeStefano, | 770-888-3471 | 770-888-3470 | [gdestefano@forsyth.k12.ga.us](mailto:gdestefano@forsyth.k12.ga.us) | | 17. West Hall | Mark Kelly | 770-967-4864 | 770-967-9826 | [mark.kelly@hallco.org](mailto:mark.kelly@hallco.org) | | 18. White County | Kay Miraglia, Connie Handte | 707-865-0737 | 706-865-0727 | chandte@white.k12.ga.us kmiraglia@white.k12.ga.us | | 19. Lakeview Academy | Hyuk Kim | 770-531-2608 | 770-532-4383 | Hyuk.kim@lakeviewacademy.org | | **AB Coordinator** | **Jimmy Blackmon** | **NA** | **770-530-1468 Cell** | [jimmy9181982@gmail.com](mailto:Jimmy9181982@gmail.com) | | | | | |
|  |  |  |  |  |

Foothills Academic Team Schedule 2015 – 2016

Region 1 Academic Team

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Round** | **Week** | **Date** | **Away Team** | **Home Team** |
| **1** | **1** | Sept. 8 (Tues) | White | Fannin |
|  |  | Sept. 8 (Tues) | Gilmer | Pickens |
|  |  | Sept. 8 (Tues) | Towns | Lumpkin |
|  |  | Sept. 8 (Tues) | Dawson | BYE |
| **2** | **2** | Sept. 14 | Gilmer | White |
|  |  | Sept. 14 | Pickens | Towns |
|  |  | Sept. 14 | Lumpkin | Dawson |
|  |  | Sept. 14 | Fannin | BYE |
| **3** | **3** | Sept. 21 | White | Towns |
|  |  | Sept. 21 | Lumpkin | Fannin |
|  |  | Sept. 21 | Dawson | Pickens |
|  |  | Sept. 21 | Gilmer | BYE |
| **4** | **4** | Sept. 28 | Lumpkin | White |
|  |  | Sept. 28 | Fannin | Towns |
|  |  | Sept. 28 | Dawson | Gilmer |
|  |  | Sept. 28 | Pickens | BYE |
| **5** | **6** | Oct. 5 | Pickens | Fannin |
|  |  | Oct. 5 | Lumpkin | Gilmer |
|  |  | Oct. 5 | White | Dawson |
|  |  | Oct. 5 | Towns | BYE |
|  | **5** | **Oct. 12** | **FALL** | **BREAK** |
| **6** | **7** | Oct. 19 | White | Pickens |
|  |  | Oct. 19 | Fannin | Gilmer |
|  |  | Oct. 19 | Towns | Dawson |
|  |  | Oct. 19 | Lumpkin | BYE |
| **7** | **8** | Oct. 26 | Dawson | Fannin |
|  |  | Oct. 26 | Gilmer | Towns |
|  |  | Oct. 26 | Pickens | Lumpkin |
|  |  | Oct. 26 | White | BYE |
| **November 14, 2015: Foothills AB Tournament @ Flowery Branch High**  **February 6, 2016: State/RESA Tournament @ Flowery Branch High** | | | | |

Foothills Academic Team Schedule 2015 – 2016

Region 2 Academic Team

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Round** | **Week** | |  | **Date** | **Away Team** | **Home Team** |
| **1** | **1** | |  | Sept. 14 | Gainesville | East Hall |
|  |  | |  | Sept. 14 | Chestatee | North Hall |
|  |  | |  | Sept. 14 | Flowery Branch | West Hall |
| **2** | **2** | |  | Sept. 21 | East Hall | Chestatee |
|  |  | |  | Sept. 21 | North Hall | Flowery Branch |
|  |  | |  | Sept. 21 | West Hall | Gainesville |
| **3** | **3** | |  | Sept. 28 | Chestatee | Flowery Branch |
|  |  | |  | Sept. 28 | West Hall | East Hall |
|  |  | |  | Sept. 28 | Gainesville | North Hall |
| **4** | **4** | |  | Oct. 5 | North Hall | West Hall |
|  |  | |  | Oct. 5 | East Hall | Flowery Branch |
|  |  | |  | Oct. 5 | Gainesville | Chestatee |
|  | **5** | |  | **Oct. 12** | **FALL** | **BREAK** |
| **5** | **6** | |  | Oct. 19 | North Hall | East Hall |
|  |  | |  | Oct. 19 | West Hall | Chestatee |
|  |  | |  | Oct. 19 | Flowery Branch | Gainesville |
|  | | **November 14, 2015: Foothills AB Tournament @ Flowery Branch High**  **February 6, 2016: State/RESA Tournament @ Flowery Branch High** | | | | |

Foothills Academic Team Schedule 2015 – 2016

Region 3 Academic Team

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Round** | **Week** | **Date** | **Away Team** | **Home Team** |
| **1** | **1** | Sept. 14 | Lakeview | West Forsyth |
|  |  | Sept. 14 | Forsyth Central | North Forsyth |
|  |  | Sept. 14 | South Forsyth | Lambert |
| **2** | **2** | Sept. 21 | Lakeview | Forsyth Central |
|  |  | Sept. 21 | North Forsyth | South Forsyth |
|  |  | Sept. 21 | Lambert | West Forsyth |
|  | **3** | **Sept 28** | **FALL** | **Break** |
| **3** | **4** | Oct. 5 | Forsyth Central | South Forsyth |
|  |  | Oct. 5 | Lambert | Lakeview |
|  |  | Oct. 5 | West Forsyth | North Forsyth |
| **4** | **5** | Oct. 19 | North Forsyth | Lambert |
|  |  | Oct. 19 | Lakeview | South Forsyth |
|  |  | Oct. 19 | West Forsyth | Forsyth Central |
| **5** | **6** | Oct. 26 | North Forsyth | Lakeview |
|  |  | Oct. 26 | Lambert | Forsyth Central |
|  |  | Oct. 26 | South Forsyth | West Forsyth |
| **November 14, 2015: Foothills AB Tournament @ Flowery Branch High February 6, 2016: State/RESA Tournament @ Flowery Branch High** | | | | |

**2015-2016 Foothills AB Tournament**

**Single Elimination Score Sheet**

**Varsity Junior Varsity (Please Circle One) Round Number: \_\_\_\_\_\_\_\_**

**Host Team \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Visitor Team \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **LIGHTNING ROUND 1** | | |  | **LIGHTNING ROUND 2** | |  | **TOSS-UP BONUS ROUND** | | |  |  |  |
|  | **Math/** | **Science** |  | **Lang. Arts** | **/Soc. Studies** |  | Host |  | **Host Points** | Visitor |  | **Visitor Points** |
| Question | Host Points | Visitor Points |  | Host | Visitor Points |  | Toss-Up | Bonus |  | Toss-Up | Bonus |  |
| 1 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 2 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 3 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 4 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 5 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 6 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 7 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 8 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 9 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 10 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 11 | 10 | 10 |  | 10 | 10 |  |  |  |  |  |  |  |
| 12 | 10 | 10 |  | 10 | 10 |  |  |  |  |  |  |  |
| 13 | 10 | 10 |  | 10 | 10 |  |  |  |  |  |  |  |
| 14 | 10 | 10 |  | 10 | 10 |  |  |  |  |  |  |  |
| 15 | 10 | 10 |  | 10 | 10 |  |  |  |  |  |  |  |
| 16 | 10 | 10 |  | 10 | 10 |  |  |  |  |  |  |  |
| **TOTALS** |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  | **HOST** | **VISITOR** |  |
| **Host Coach** | **Signature** |  |  |  |  |  | Toss-Up | Bonus |  |  |  |  |
|  |  |  |  |  |  |  | Math/Science |  |  |  |  |  |
| **Visitor Coach** | **Signature** |  |  |  |  |  | Language Arts/Social Studies |  |  |  |  |  |
|  |  |  |  |  |  |  | **GRAND** | **TOTAL** |  |  |  |  |

**2015-2016 Foothills AB Tournament**

**Round Robin Score Sheet**

**Varsity Junior Varsity (Please Circle One) Round Number: \_\_\_\_\_\_\_\_**

**Host Team \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Visitor Team \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **LIGHTNING ROUND 1** | | |  | **LIGHTNING** | **ROUND 2** |  | **TOSS-UP BONUS ROUND** | | |  |  |  |
|  | **Math/** | **Science** |  | **Lang. Arts** | **/Soc. Studies** |  | Host |  | **Host Points** | Visitor |  | **Visitor Points** |
| Question | Host Points | Visitor Points |  | Host | Visitor Points |  | Toss-Up | Bonus |  | Toss-Up | Bonus |  |
| 1 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 2 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 3 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 4 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 5 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 6 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 7 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 8 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 9 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 10 | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  | 10 | 10 |  |
| 11 | 10 | 10 |  | 10 | 10 |  |  |  |  |  |  |  |
| 12 | 10 | 10 |  | 10 | 10 |  |  |  |  |  |  |  |
| 13 | 10 | 10 |  | 10 | 10 |  |  |  |  |  |  |  |
| 14 | 10 | 10 |  | 10 | 10 |  |  |  |  |  |  |  |
| 15 | 10 | 10 |  | 10 | 10 |  |  |  |  |  |  |  |
| **16** | **10** | **10** |  | **10** | **10** |  |  |  |  |  |  |  |
| **TOTALS** |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  | **HOST** | **VISITOR** |  |
| **Host Coach** | **Signature** |  |  |  |  |  | Toss-Up | Bonus |  |  |  |  |
|  |  |  |  |  |  |  | Math/Science |  |  |  |  |  |
| **Visitor Coach** | **Signature** |  |  |  |  |  | Language Arts/Social Studies |  |  |  |  |  |
|  |  |  |  |  |  |  | **GRAND** | **TOTAL** |  |  |  |  |