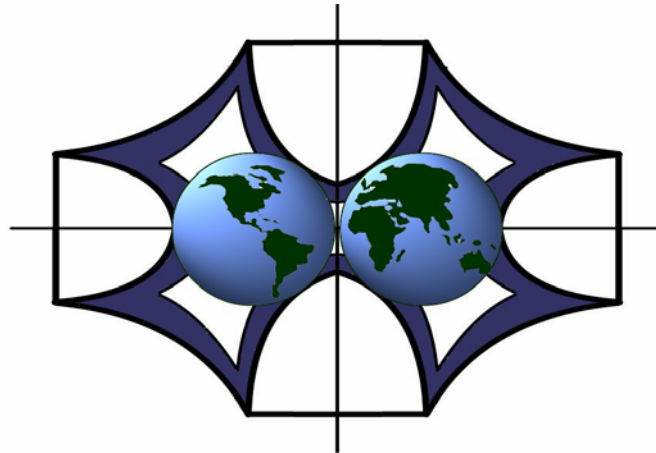


Official Academic Olympiad Collegiate Bowl Guidelines



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**Society of Hispanic Professional Engineers,
Inc.**

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1.0 OVERVIEW

The Academic Olympiad (Olympiad) is a technical team competition designed to test the technical and team skills of college participants. Each official SHPE student chapter is invited to form **ONE** team consisting of three (3) contestants¹ and one (1) alternate.. All contestants, including the alternate, must be currently registered and paid student members. Each team is advised to include a variety of technical backgrounds as the questions asked during the Olympiad will not be limited to any one particular subject. The technical areas to be covered in the Olympiad include, **but are not limited to**, the following:

- Chemical Engineering
- Chemistry
- Civil Engineering
- Computer Engineering
- Computer Science
- Electrical Engineering
- Engineering Economics
- Mathematics
- Mechanical Engineering
- Physics
- SHPE History/Information

Each of SHPE's seven (7) regions will host a Regional Academic Olympiad in the fall to determine the one (1) team to represent their region at the national competition². Please check with your Regional Student Representative for the scheduled date of your fall semester regional student competition. The national competition will be held at the SHPE National Technical and Career Conference (NTCC) in Orlando, Florida on January 4-8, 2006.

The Regional Academic Olympiad shall consist of a written exam and an oral competition. Details and rules follow below in Section 3.

The National Academic Olympiad shall consist of an oral competition with three rounds. Details and rules follow below in Section 4.

Contact olympiad@shpe.org for additional questions or concerns pertaining to the Olympiad.

¹ Teams may choose to appoint an alternate team member to serve as backup in the competitions. The alternate may only participate in the competition (written and/or oral portions) in the event that one of the originally designated team members cannot participate. The alternate must be a registered SHPE member.

² Regional teams qualifying to compete at the SHPE National Technical and Career Conference (NTCC) 2006 will receive sponsored pre-registrations from National and a travel stipend up to \$100.00. Travel stipends will be processed between 4-6 weeks after the last day of NTCC pending verification of original receipts.

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2.0 GENERAL RULES

The following rules must be followed for both the written and oral portion of the Academic Olympiad.

2.1 TEAM REGISTRATION

- Each team must consist of three (3) competing members and one (1) alternate. The alternate will serve as a backup contestant and may only participate in the Olympiad in the event that one of the originally designated competing members cannot participate. The alternate can participate in any round of the competition as needed.
 - Each competing and alternate member must be an undergraduate student. Graduate students are **not** allowed to participate in the Olympiad.
 - Each competing and alternate member must possess valid college/university photo identification.
- Each team must have three (3) competing members participating **at any time** during the Olympiad. Teams consisting of only one or two competing members shall **not** be permitted to compete in the Olympiad.
- Each team must be registered for their respective Regional Academic Olympiad. (See attached Registration Form, Appendix II) Each team member must be a registered SHPE member³
- Teams consisting of members from a combination of different schools are **not** permitted to compete in the Olympiad.
- Each winning teams from the Regional Academic Olympiad must register for the NTCC by the pre-registration deadline to receive a registration fee waiver.

2.2 CALCULATOR DEVICES

- Each team may use calculators. Calculators with alphanumeric keypads are acceptable. Basic, non-programmable calculators are also acceptable. . However, the use of any calculating/computing device having a QWERTY keypad arrangement during the exam is **strictly prohibited**. *Calculators will not be provided during the competition.*
- The following devices are also prohibited. Any violation of this is rule is grounds for immediate disqualification.
 - Palmtop, laptop, handheld or desktop computers, data banks, data collectors, personal data assistants (PDA), cellphones and organizers.
- Only the following calculator models may be used on the examination.
 - Hewlett Packard: HP 33s and HP 9s
 - Casio - FX 115 MS and FX 115 MS Plus (Note: Models with "-SR" designation at end are also allowed.)
 - Texas Instruments: TI 30X IIS, TI 30X IIB, and TI 36X Solar
- The facilitator of the exam has the right to check your calculator and judge whether or not the calculator can be used during the competition.

³ SHPE student memberships are subject to verification.

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2.3 OTHER

- No books or formula sheets may be used during the competition. The only documents that can be used during the competition shall be scratch paper, which will be provided by the Olympiad facilitator. The Olympiad facilitator will collect the scratch paper at the end of each round.
- Once the competition has started, the Olympiad facilitator shall insure that the audience is not assisting the competitors in any way. The Olympiad facilitator shall read to the participants and audience the competition guidelines as written in Appendix I. **Any assistance from the audience will be grounds for immediate disqualification.**
- Students shall not see Academic Olympiad questions prior to the competition.

2.4 REGIONAL COMPETITIONS

- At the Regional competition if the team arrives after the written portion of the competition has begun, they WILL NOT be given any additional time to complete their work. If the team arrives, after the written portion of the competition has been completed, they WILL NOT be allowed to enter the competition.
- All team members including the alternate must be present at the commencement of the written exam for that team to begin.
- Any team not present for the oral competition will be disqualified and the next place team will be asked to take their place.
- Regional champion teams from each of the seven SHPE regions shall compete at the National Olympiad. Team members competing at the national competition **must** be the same members that participated at the regional competition.
- In the event that a regional champion team cannot compete at NTCC 2006, the second place team of that region shall have the right to represent the region at the National Olympiad.

2.5 REGIONAL COMPETITIONS

- At the National Competition, the competition schedule shall be provided in the NTCC information packet provided during Student Registration.
- Contestants are required to arrive at least thirty (30) minutes prior to the start of the competition for competition registration.
- Any team not present for round one of the oral competition will be disqualified from the competition.

3.0 RULES – REGIONAL COMPETITIONS

3.1 RULES FOR THE WRITTEN EXAM

The purpose of the written portion of the Academic Olympiad is to qualify teams for the oral portion of the competition. **The four teams from each region with the highest score in the written portion of the competition will advance to compete in the oral portion of the Academic Olympiad.**

- Regional champions from previous years will not automatically qualify for the oral competition. Every team will need to compete in the written portion in order to qualify for the oral competition.
- The written exam will last exactly one (1) hour. A start and stop time will be clearly stated prior to the beginning of the written exam. A timekeeper will periodically announce the time remaining for the exam.
- The written exam will consist of fifty (50) questions.
- Each team will be given one (1) copy of the written exam.
- The exam may be separated so that each of the competing team members may work on different parts of the exam. When the time expires, all pencils/pens must be laid down and the exam pages must be assembled, and handed in. ALL materials, including scratch paper must be returned to the facilitator.. **Violation of this rule is grounds for immediate disqualification**
- When answering questions, use only the choices that have been provided.
- SCORING
 - The exams will be graded quickly using an answer key that has been created prior to the execution of the written exam
 - No points will be taken off for incorrect answers.
 - Each question answered correctly will be worth one point.
 - Once the exams have been graded, the points will be totaled and the top four (4) teams from each region with the highest score will then compete in the oral competition.
- SUDDEN-DEATH
 - If a tie results in more than four (4) teams with top scores, the teams that are tied will compete in a sudden-death round.
 - There will be an additional 15 questions and a time limit of 15 minutes.
 - Sudden death competition will proceed until the teams with the top scores fill the top four seats that will continue on to the oral competition.

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3.2 RULES FOR THE ORAL COMPETITION

The oral competition has three rounds.

- Round 1: This round will consist of a total of ten (10) questions. Questions will be from any category each containing ten (10) questions. You will have 20 seconds to answer the question. Questions are worth 100 points each.
- Round 2: This round will consist of a total of four (4) questions. Questions will be from any category each containing four (4) questions. You will have 30 seconds to answer the question. Questions are worth 200 points each.
- Round 3: The topic of the final question will be given. Each team decides how many points to wager. Teams may not wager more points than what they have. The final question will then be read after teams' wagers have been collected. Teams will have 30 seconds to answer the question.
- Tie Breakers: If two or more schools within the same region are tied after the three rounds, the tie will be broken with tiebreaker questions.

3.3 SCORING

- Teams answering correctly will have the point value of the question added to their score.
- Teams answering incorrectly will have the point value of the question deducted from their score.
- Teams that do not provide an answer in the allotted time after pressing the "buzzer" will have the points of the question deducted from their score.
- Scores will be posted after each round.
- During the tiebreaker round, scores will only be affected if the team answers the question correctly. Incorrect answers will not affect a team's score.

3.4 GAME FLOW

- Each question will be displayed on 1 or 2 projector screens on opposite sides of the stage and will be read by the moderator.
- After the question is read, the timer will begin, allowing all teams time to solve the question and answer.
- Each question will have up to 4 or 5 multiple answers which will be labeled by the letters A to E.
- At the end of 30 seconds, an answer should be provided by a team.
- The moderator will announce the team with the correct answer for each question.

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- If the question is answered correctly, points will be added to the team's score.
- If the question is answered incorrectly, points will be deducted from the team's score..

3.5 CATEGORIES AND QUESTIONS

- There are five categories per round, four engineering/science categories and one potpourri category.
- The category headings contain a generalized breakdown of subject matter by discipline and general engineering course work. Category headings of math, physics, chemistry, and computer science contain material learned during a student's first and second year in college. The category headings of electrical engineering, engineering economics, mechanical engineering, and civil engineering include course work from a student's second and third years in college. The potpourri category includes questions on SHPE's history, inventions, and other factoid-like information.
- Question difficulty increases as the rounds progress. Within the same round, questions will be commensurate with the indicated point value.

3.6 TEAM RESPONDER/BUZZER SYSTEM

- Each team shall be provided with one (1) desktop team responder (buzzer).
- Any team member may activate the team responder. No team member shall hold the responder. The responder must remain resting on the team's table at all times.
- The responder system must not allow for early "buzzing" in before the moderator completely reads each question.
- The responder system shall only be active after a question has been read and/or after a team has answered incorrectly.
- **Teams must not continuously depress the team responder button.** Each team member's hand must be **at least one foot away** from the team responder until the question has been read and the team is allowed to "buzz" in.
- The team responder system must be tested by the facilitator and certified by the Judges as described in Section 7.0.

3.7 THE WINNERS

- The team with the highest point total at the conclusion of the game is the winner.
- There will be only one (1) winning team from each region.
- The winning team from each region will represent its respective region at the National Academic Olympiad at the SHPE NTCC. In the event that a first place regional team cannot

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represent their region at NTCC, the second place team shall have the right to represent the region at the National Academic Olympiad.

- The team that will represent their region at the NTCC will be provided a pre-registration waiver and a travel stipend up to \$100 for each team member, pending verification of travel expense.

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4.0 RULES – NATIONAL COMPETITION

4.1 OBJECTIVE

The seven (7) regional champion teams shall compete for points by answering weighted questions. After two rounds of questions, the two (2) teams with the highest point total will compete head-to-head in a third and final, elimination style round to determine the winner.

4.2 STRUCTURE

General

- The game shall contain three (3) rounds. The first two rounds will have a maximum length of twenty-five (25) minutes each. The length of the third and final round is determined by the amount of questions required to complete the round.
- At the conclusion of Round 1, the four (4) teams with the highest point totals shall advance to Round 2 of the competition. In the event of a two- or three-way tie for the fourth highest score, those teams shall also advance to Round 2.
- Point totals from Round 1 **are** carried over into Round 2.
- At the conclusion of Round 2, the two (2) teams with the highest point totals shall advance to Round 3. Sudden death tiebreaker questions shall be used in the event of a tie for the second highest score.
- Point totals from Round 2 **are not** carried over into Round 3. Scores of the final two (2) teams will be zeroed prior to starting Round 3.
- Categories and point values are chosen and read aloud by the moderator. The order and point value of questions shall be predetermined.
- Moderators must speak clearly and articulate, regardless if the students are able to read the questions displayed on a monitor or screen.
- Each team shall be allowed to confer with each other before answering a selected question. Only one designated team member shall answer the questions. Only the answer from the designated team member shall be accepted.
- Answers must be stated clearly and definitively. **Once an answer has been stated aloud it cannot be changed.** The first answer given by a team is its final answer; therefore teams should be cautious not to blurt out answers carelessly.
- Teams may ask for a question to be re-read, but the clock will continue to run.

Rounds 1 and 2

- **After** a question has been **completely** read, teams shall have 15 seconds to “buzz” in for the opportunity to answer the question. Teams must wait until the question has been **completely** read before they can “buzz” in. (See Section 4.5 for the buzzer system instructions.)

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- The first team to “buzz” in will have the opportunity to answer the question. The team has 10 seconds to give an answer after buzzing in. During this time team members can confer with each other, but answers **must** be delivered **before** the 10-second countdown finishes and the buzzer sounds.
- Points will be added or deducted from the team’s score for correct or incorrect answers, respectively. If no answer is given before the 10-second countdown finishes, points will be deducted from the team’s score.
- After a team “buzzes” in, and an incorrect answer or no answer is given, the remaining teams will then have another 15 seconds to “buzz” in for the opportunity to answer the question. The team that has already answered incorrectly shall not be allowed to “buzz” in again. As before, the teams have 10 seconds to give an answer after “buzzing” in.
- If the 15-second countdown finishes and the buzzer sounds without any team “buzzing” in, the moderator shall read the answer and move on to the next question.

Round 3 - Survivor Round

- **After** a question has been **completely** read, teams shall have 15 seconds to “buzz” in for the opportunity to answer the question. Teams must wait until the question has been **completely** read before they can “buzz” in. (See Section 3.5 for the buzzer system instructions.)
- The first team to “buzz” in will have the opportunity to answer the question. The team has 10 seconds to give an answer after “buzzing” in. During this time team members can confer with each other, but answers **must** be delivered **before** the 10-second countdown finishes and the buzzer sounds.
- If a correct answer is given, the **other team** must choose **one** member who will be removed from the game. If an incorrect answer is given, the **team that answered incorrectly** must choose **one** member to be removed from the game. Failure to give an answer before the 10-second countdown finishes will be treated as an incorrect answer, and the **team that “buzzed” in** must remove **one** member.
- After a team “buzzes” in, and an incorrect answer or no answer is given, the other team shall **not** have the opportunity to answer the question. The moderator shall read the answer and move on to the next question.
- If the 15-second countdown finishes and the buzzer sounds without either team “buzzing” in, the moderator shall read the answer and move on to the next question.
- Play continues until one team has been forced to remove all three (3) of its members. When this occurs, the other team has won the competition.

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4.3 SCORING

- During the first round, the point values for the question are 100. During the second round, the point values are 200.
- The point values are assigned relative to the degree of difficulty of the questions.
- Correct answers will have the point value of the question added to their score
- Teams answering incorrectly will have the point value of the question deducted from their score.
- During the third round, questions are eliminatory, and therefore carry no point values..

4.4 CATEGORIES AND QUESTIONS

- There are five categories per round, four engineering/science categories and one potpourri category.
- The category headings contain a generalized breakdown of subject matter by discipline and general engineering course work. Category headings of math, physics, chemistry, and computer science contain material from a student's first and second years. The category headings of electrical engineering, engineering economics, mechanical engineering, and civil engineering include course work from a student's second and third years. The potpourri category includes questions on SHPE history, inventions, and miscellaneous.
- Question difficulty increases as the rounds progress. Within the same round, questions will be commensurate with the indicated point value.
- A bibliography of technical sources utilized is contained in Appendix III.

4.5 TEAM RESPONDER/BUZZER SYSTEM

- Each team shall be provided with one (1) desktop team responder (buzzer).
- The team responder system shall be tested by the Facilitator and certified by the Judges as described in Section 7.0.
- Any team member may activate the team responder. No team member shall hold the responder. The responder shall remain resting on the team's table at all times.
- The responder system shall not allow for early "buzzing" in before the moderator completely reads each question.
- The responder system shall only be active after a question has been read and/or after a team has answered incorrectly.
- **Teams must not continuously depress the team responder button.** Each team member's hand must be **at least one foot** away from the team responder until the question has been read and the team is allowed to "buzz" in.

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4.6 THE WINNERS

- The team with the highest point total at the conclusion of the game will win.
- The winning teams will get scholarship prizes for both their student SHPE chapter and individual awards as follows:

Chapter Awards

- First Place - \$4,500
- Second Place - \$1,800
- Third Place - \$900

Individual Award

- First Place - \$1,000
- Second Place - \$750
- Third Place - \$500

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5.0 AGENDA

5.1 REGIONALS:

- Qualifying Exam
- Oral Competition with 4 teams

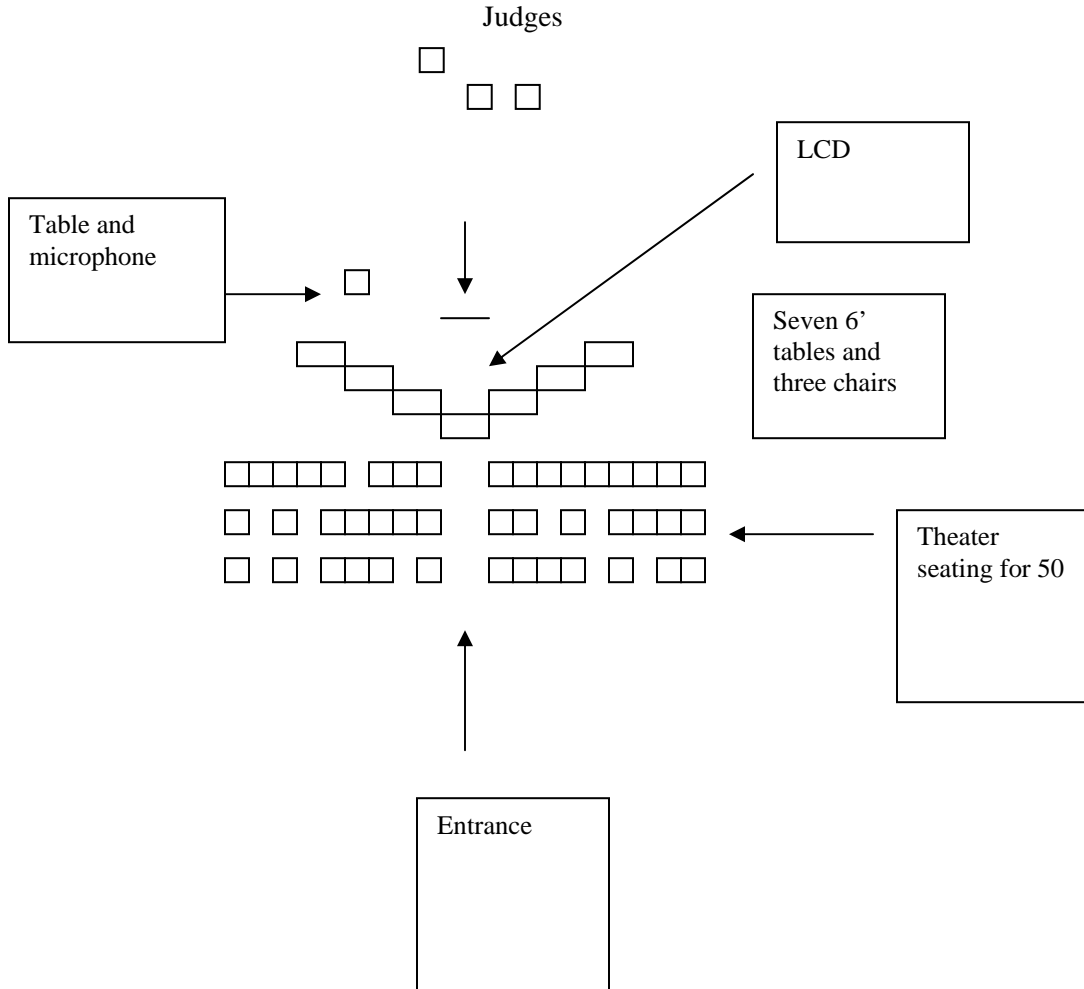
5.2 NATIONALS:

- Oral Competition with 4 teams

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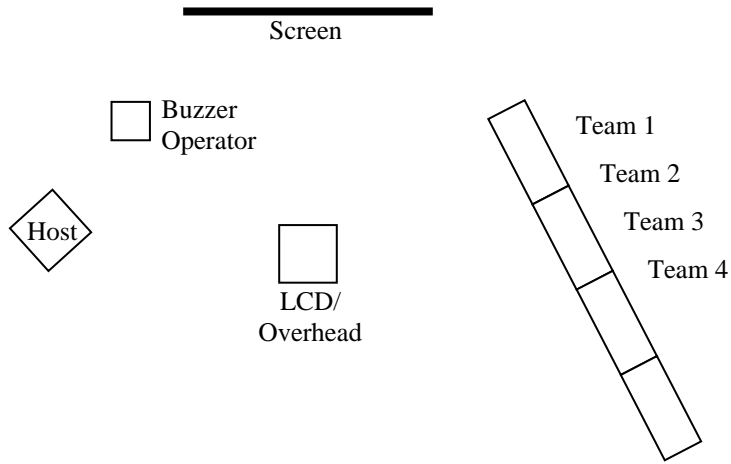
6.0 COMPETITION FLOOR PLAN

6.1 FLOORPLAN I

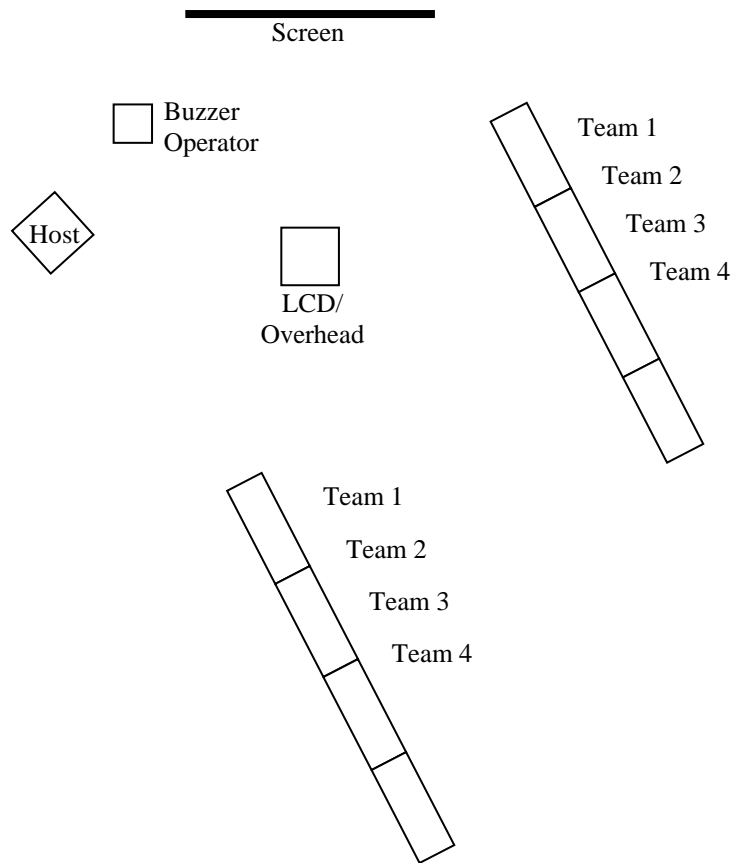


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6.2 FLOORPLAN II

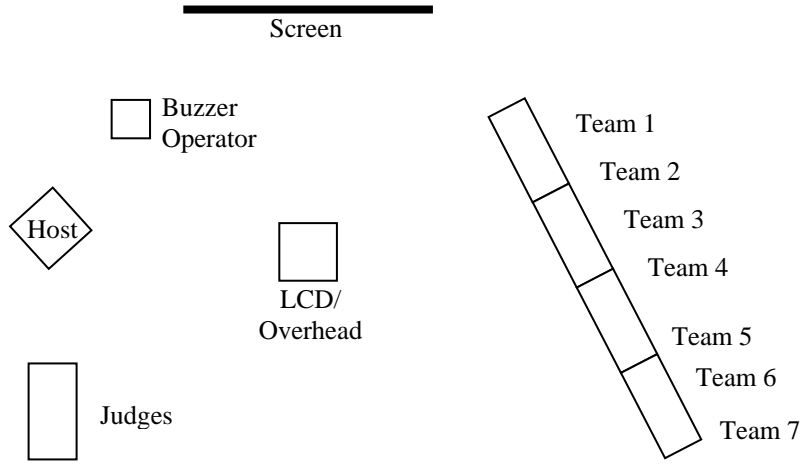


6.3 FLOORPLAN III



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6.4 FLOORPLAN IV



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7.0 FACILITATOR/JUDGES'S INSTRUCTIONS

The following instructions are items that pertain to the Olympiad facilitator and judges only.

7.1 GENERAL

- Personnel required for the event shall include:
 - (1) Moderator/Host - shall operate laptop or overheads for questions.
 - (2) Buzzer Operator (or Time Keeper if no buzzer system used).
 - (3) Score Keeper - shall track contestants' scores.
 - (4) Judges (3) - shall make rulings during oral competition.

- There will be three (3) judges for the Oral Competition.

- Judges must be SHPE professional members, corporate representatives, professors, or alumni members. An undergraduate student cannot be a judge.

- The judge's panel will determine amongst themselves who will serve as the chief judge.

- The judges are responsible for clarifying any questions that may arise during the game.

- Conferring between judges during the game shall be kept to a minimum.

- Disputed answers will be reviewed by all judges and shall not slow the progression of the competition.

- Disputes will be resolved at the end of each round and any point adjustments will be made accordingly.

- The decision of the chief judge is final.

- The buzzer system has been purchased and is the property of SHPE National. The facilitator is responsible for obtaining the system hardware from SHPE and insuring that it is brought to the Olympiad venue.

- The buzzer system shall be tested in accordance with its enclosed instructions, in the presence of all judges. The judges shall certify that the buzzer system is in proper working order. At the discretion of the judges, if the buzzer system does not pass testing or becomes problematic during competition, the back-up system shall be employed⁴.

7.2 ORAL COMPETITION

- A laptop and LCD are used to project the questions using Microsoft PowerPoint.

- Judges shall watch teams to make sure that no contestant's hand is closer than one foot to the team responder before a question has been read or that no contestant is raising the card before time.

⁴ The back-up system is detailed in Section .

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- Each judge shall be supplied with a hard copy of the questions together with annotated answers and explanations.
- The facilitator shall be responsible for printing and copying all documents supplied for the competition.

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8.0 Frequently Encountered Issues and Scenarios

The following instructions are items that pertain to the Olympiad facilitator and judges only. This section covers issues and scenarios that may arise during the Olympiad. It also serves to clarify rules and issues derived from Guidelines.

8.1 GENERAL

- **Regions may opt not to use the buzzer system if it is not working properly.**
- Depending on the set-up of the Oral Competition, extension cords and phone line extensions may be needed for the buzzer system. The buzzer system's master unit may require an extension cord. The individual team responders may need phone line extensions. The facilitator is responsible for obtaining any extension cords or phone line extensions needed.

8.2 ORAL COMPETITION

- Prior to the start of the Oral Competition, the facilitator must read aloud to the audience and teams the rules listed in Appendix I of the Student Team Guide.
- When reading questions, the moderator can either read the full answers (i.e. A. 10 lbs., B. 20 lbs., C. 30lbs., etc.) or just the answer letters (i.e. A, B, C, etc.). **The moderator does not have to read the full answers if they are too long and complicated.**
- Each student should be given three (3) sheets of scratch paper for use during the competition. The scratch paper must be collected at the end of the Oral Competition.
- Point totals from the end of Round 1 carry over to Round 2. Scores **are not** zeroed after Round 1.
- Point totals from the end of Round 2 carry over to Round 3. Scores **are not** zeroed prior to the start of Round 3.
- Students should be advised to raise their cards clearly or state their answers clearly and definitively. The first answer given by a team is its final answer. Once an answer has been shown or stated aloud it cannot be changed.
- The facilitator and judges must ensure that students are not resting their hands on the responder units and not continuously depressing the responder button during the competition.
- The facilitator and judges must ensure that students are not resting their hands on the cards with A, B, C, D, or E written on it.

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9.0 TEAM BUZZER/RESPONDER SYSTEM

The following instructions are items that pertain to the Olympiad facilitator and judges only.

9.1 SET-UP/TESTING EQUIPMENT

- Before plugging in the master unit into a wall socket, connect all team responder units into the phone plug connections located on the back of the master unit. The plugs lock into the connection similar to a phone jack.
- Eight (8) responders are provided, but only seven (7) responders will be needed for the competition. The responders are provided with cord lengths of 8', 10', 12', and 14' for proper spacing. A suggested layout is provided in Section 6.0.
- After connecting all the responder units, plug the master unit into any standard wall socket. If possible, please use a surge protector between the plug and the wall outlet, as recommended by the manufacturer.
- The master unit will **automatically** proceed through a programmed test. The test shall poll each responder unit and activate the light on the unit. Next, each clock setting will be shown on the timing clock display. At the end of the test, a tone will sound to signify that the unit is ready.
- Furthermore, press reset, "R", on the master unit and then press a responder button. The master unit will sound and light up if working properly. Press reset, "R", and proceed to test the remaining responders. The reset button will turn off the light and will need to be pressed to clear the system after each question is read during the competition.
- The master unit is preset with three timer settings (20 sec, 30 sec, and 10 sec). The clock will run continuously until the time has expired, or until the zero, "0", button is pressed.
- After testing the responders, press the "20" second timer button on the master unit. After the timer counts down, the master unit will buzz. Press each of the other timer buttons to test that they cause the master unit to buzz after counting down.
- If one, or more, of the responder units does not test correctly, do the following:
 - (1) Plug the responder into one of the other empty connectors on the master unit. Unplug the master unit and redo previous test.
 - (2) If the responder still does not respond correctly, disconnect the bad responder and connect one of the extra responders. Unplug the master unit and redo previous test.
 - (3) Change the bulb in one of the responders with the supplied bulbs. Unplug the master unit and redo previous test.
 - (4) If none of the above remedy the problematic responder(s), use the back-up system outlined below.
- If the timer does not operate correctly and all other components are working properly, the operation of the responders will function as normal. However, a stopwatch will be required to keep correct time between questions.

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9.2 GAME OPERATIONS

- The facilitator shall assign a person solely to operate the buzzer system. The buzzer operator must be a SHPE professional, corporate representative, professor, or alumni member.
- **IMPORTANT**: Because of the fast nature of the game, it is suggested that the buzzer operator practice with the unit in advance of the competition to get acquainted with the system. The timer for the game is on the master unit itself; therefore, the buzzer operator is required to be familiar with the system.
- The buzzer system shall be setup and tested in accordance with the guidelines above. The testing shall be witnessed by the competition judges and certified for use in the competition.
- The buzzer operator must be located in a position to see the screen with the questions and each team's responder.
- Before the game is to begin, the buzzer operator shall double check that all of the team responders are connected to the master unit.
- When a team responds to a question by buzzing in, all other lights and buttons are electronically locked out until the system is reset.
- The system will have to be reset, by pressing "R" after each question.
- For each question, the buzzer operator shall:
 - (1) Press reset, "R" to clear the system.
 - (2) Depress and **hold continuously** the "20" second button while the question is read. Twenty seconds will show on the clock. Holding the button down automatically locks out all team responders and prevents teams from buzzing in before the question is read completely.
 - (3) Release the "20" second button after the question has been completely read. The clock will then begin to count down to zero.
 - (4) **If the 20-second countdown reaches zero before any team buzzes in**, the buzzer will sound. No team will be allowed to answer after the buzzer has sounded. The master unit will automatically lock out all team responders, thus preventing anybody from responding after the allotted time.
 - 4.1 The moderator will read aloud the answer to the question and move on to the next question.
 - 4.2 Press "R" button to reset the responders.
 - 4.3 Then repeat from Step (2).
 - (5) **If a team buzzes in BEFORE the 20-second countdown reaches zero**, *immediately* press the "10" second button to begin the 10-second countdown for the answer. The team has 10 seconds to give an answer. Answers must be

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delivered by the team before the 10-second countdown ends and the buzzer sounds.

- 5.1 If the team answers **correctly**:
 - a. Press the "0" button to zero out the timer.
 - b. Press the "R" button to reset the responders.
 - c. Then repeat from Step (2).

- 5.2 If the team answers **incorrectly**:
 - a. Then the remaining teams are **not** given a chance to buzz in and answer the question.
 - b. Press "0" button to zero the timer.
 - c. Press "R" button to reset the responders.
 - d. Press "20" button to give the next team fifteen seconds to buzz in.
 - e. If the 20-second countdown reaches zero before a team buzzes in, go to Step (4).
 - f. If a team buzzes in before the 20-second countdown reaches zero, repeat Step (5).

- 5.3 If the team **does not answer prior to the 20-second countdown**:
 - a. Go to Step 5.2.a.

9.3 BACK-UP SYSTEM

- The back-up system shall be used if the buzzer systems are not working properly.
- The judges must certify that the buzzer system is not working properly.
- The facilitator shall announce to the student teams and audience that the buzzer system is malfunctioning and that the back-up system will be employed.
- The back-up system must allow all teams to respond to all of the questions asked.
- Writing tablets and markers will be provided to each team to write their responses to the questions.
- The teams will be allowed 20 seconds, after the question has been read in its entirety, to write their responses.
- A timekeeper shall verbally signify when it is time for the teams to show their responses.
- Points will still be deducted for incorrect answers.
- If a team wishes not to answer, they may do so without penalty or reward.
- All other rules shall remain in effect, except as modified in this document.

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Appendix I

Rules for Contestants and the Audience

These rules will be read aloud to the participants and audience prior to the start of the competition.

- **NO PARTICIPATION** from the audience whatsoever. **NO MOUTHING OR SIGNALING FROM THE AUDIENCE** will be allowed. **Any team that is deemed to be receiving assistance from the audience will be given one (1) warning and the corresponding point value will be deducted from the score. If there is a second instance in which the team deems to be receiving help from the audience, they will be immediately penalized and disqualified from the competition**
- Contestants may not have any books or papers (other than what is provided).
- Calculators are permitted but must follow the rules in Section 2.0 and be approved by the competition facilitator.
- Each team member must be a registered SHPE member.
- In the event that the regional champion cannot compete at the National Academic Olympiad at NTCC, the second place team shall have the right to represent the region.
- The audience must remain quiet and orderly during the competition. Loud and unruly behavior is inconsiderate to your fellow SHPE members and will not be tolerated. Anyone acting in a disruptive manner will be asked to leave the area.

In addition to the rules above, the following rules apply for the oral competition:

- **Photography is not permitted during the oral competition. Audience members may not photograph questions, copy questions, or write notes pertaining to the questions. Any such materials will be confiscated. Audience members found in violation of this rule will be asked to leave the premises immediately.**
- Contestants must be the same students that competed in the written exam. In the unforeseen incident that one of the contestants that participated in the written exam is not able to continue to the oral exam, the alternate team member will take his/her place. No other replacements will be allowed.
- Complete teams must be present at check-in prior to the competition in order to compete.
- Students may not see the competition questions prior to the competition.

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Appendix II

Registration Form
(Per Team)

Dear Students:

Congratulations on your participation in one of the most prestigious events at NTCC. The Academic Olympiad Collegiate Bowl Competition is a great opportunity for your chapter to showcase its academic excellence. The deadline for registering for this event is based on your Regional Conference. Please see your Regional Conference website or contact your student regional representative. Please go to “General Rules” in Section 2.0 to understand the Competition’s requirements and important dates. Please note that your resume and school logo are required to participate at the event.

College/University: _____

Address: _____

Advisor: _____

Phone: _____

Basic requirements for participation: (Go to “General Rules” for all requirements)

- Participants MUST be a SHPE student member
- Participants MUST be Undergraduate Students at the College they are representing
- Participants MUST Present Valid Student Photo ID at check in.
- The team must consist of three (3) participants and one (1) alternate. No substitutions are allowed unless the substitute is an alternate.

Participants:

	Name	University/College	Major	Email Address	SHPE Member	Attached Resume
1					Yes__No__	Yes__No__
2					Yes__No__	Yes__No__
3					Yes__No__	Yes__No__
Alternate					Yes__No__	Yes__No__