KAEOPP
Upward Bound Scholar's Bowl
2009

TEAM CREATION & AWARDS

1. Each Upward Bound Program may bring a team that will compete together for the entire day
   a. A team consists of a maximum of 4 students, but teams of 3 will be allowed
   b. Programs with multiple grants may bring a team from each grant
   c. Programs that do not have sufficient student interest may form teams with other programs (it is up to each program to form hybrid teams and register the teams as such)
   d. Teams may not have alternate players
   e. If a team has registered a student and that student does not show up another student from that grant may be substituted as long as Scholar's Bowl Staff are notified
   f. In order to participate in Scholar's Bowl teams must be registered with the Scholar's Bowl Staff (Matthew Hyden or Chris George) no later than February 18th @ 4:30 pm EST.
   g. By registering your students for Scholar's Bowl your program agrees to assume all costs to get All-Star Students to Atlanta, GA for the SAEOPP Regional Scholar's Bowl Competition in April (the SAEOPP Regional Scholar's Bowl will be held on April 18th when more information is it will be passed on to all All-Star Students & Programs).
2. The competition will be a round robin competition so all students will be judged equally for the KAEOPP Scholar's Bowl All-Star Team
3. We will award a 1st, 2nd, & 3rd place prize to the top three teams, but the first place team will **NOT** be the team going to the SAEOPP Regional Scholar's Bowl
4. KAEOPP will still stick to the "All-Star" Team format, but winning teams will be rewarded as follows
   a. First place team will be guaranteed 1 spot on the All-Star Team – that student will be the All-Star Captain
   b. Second place team will be guaranteed 1 spot on the All-Star Team
   c. There will be four open spots awarded by the KAEOPP Scholar's Bowl Chair – any student from any team may earn these spots (including additional members from 1st & 2nd place teams)

RULES OF PLAY

1. Each round will last 30 minutes and there will be 60 total tossup questions (no bonus questions)
2. There will be a moderator, timer, and score keeper for each round
3. The moderator has full control of the room and may ask anyone disrupting to leave without warning (including players)
4. A team will not be allowed to play a round if it has fewer than 3 players present – in the event of a forfeit the following rules apply
   a. a team may compete/continue to compete with 3 players – they automatically forfeit the game if they have fewer than 3 players
   b. If a game is forfeited the non-forfeiting team will answer that round's questions until time has expired or there are no more questions
5. The timer is to inform the moderator and players when time has expired
   a. when a student is answering a question and time is called the player must stop answering immediately
   b. when time expires the moderator will judge if he/she has heard a correct answer and then move on to the next question
6. The moderator will read a question and the players will have 10 seconds to answer
7. Once a player buzzes in that player has 10 seconds to answer – if that player answers correctly one point is awarded – if the answer is incorrect the other team has 10 seconds to buzz in and then 10 seconds to answer
8. Each question is worth 1 point – the team with the highest number of cumulative points at the end of the day wins. Each team will play the same number of games. In the event of a tie the team with the highest number of points and wins will be awarded the higher place finish
9. The score keeper is to keep a points total for each participant and for each team (appropriate forms will be provided)
10. The game ends when 30 minutes have passed or all questions have been read whichever comes first