



IAC ONLINE HISTORY BOWL RULES SHEET



This document is intended as an outline of the rules of the competition. If you have specific questions regarding more detailed aspects of the rules, please contact suopeng@iacompetitions.com.

The History Bowl is played in two sections – Preliminaries and Playoffs. During the Preliminary Section, you will be playing as a team of four players against another team of four players in a game that consists of four quarters. You will hear a series of tossups, bonuses, and lightning round questions.

- ▶ At no point in the course of the games for the Bowl will you be deducted points for a wrong answer.
- ▶ If you wish to protest a question or answer, **you must bring it to the reader's attention before the first question of the next quarter is read, or before you leave the breakout room at the end of the final quarter.** If the reader botches a question, there are makeup questions with each round that can be used.
- ▶ During any tossup question, you may not confer verbally or "in writing" with your teammates.
- ▶ On bonuses and the lightning rounds (i.e. the 3rd quarter of each match), talking to your teammates is permitted and encouraged. Conferring illegally with your teammates on a tossup will be treated as if you buzzed in and answered the tossup incorrectly.

THE FIRST QUARTER consists of ten short tossups worth 10 points each for a correct answer. After the moderator is done, or after you have rung in, you have 3 seconds to start giving your answer. If one team rings in and answers incorrectly after the end of the question, the other team then receives 3 seconds after the moderator says "Incorrect" to the first team. This holds true in the second and fourth quarters too. Once you start giving your answer, you have three seconds to complete giving it.

THE SECOND QUARTER consists of eight slightly longer tossups worth 10 points each for a correct answer. If your team answers one of these tossups correctly, your team will be entitled to one bonus question which is also worth 10 points. In this competition, the other team cannot "steal" or "rebound" your bonus. Our bonuses do not "bounce back". On bonus questions and 60 second round questions, the captain can designate a team member to give the answer, but the moderator will take the first answer directed at them from any student on the team. On bonus questions, the moderator should prompt for the answer **eight seconds** after having finished reading, and then allow an additional two seconds for the team captain (or designated person) to start giving an answer. After they've started giving an answer, they have three seconds to finish giving it.

Once you begin to speak, you can go back and correct yourself until the moderator indicates you are correct or not. You may give extra information if it doesn't make the answer wrong (e.g. saying "Vienna, Austria" even if "Vienna" would suffice or "Hamlet by Shakespeare") but you cannot "go fishing" (e.g. "Hapsburg Empire, Maria Theresa, Schloss Schonbrunn, Vienna!").

THE THIRD QUARTER is the Lightning round. **The team that is trailing** will have a choice from three categories. Each category has a theme and 8 short questions (6 for middle school) fitting the theme. A team will have **8 seconds per question** to answer these 8 questions. If you don't know an answer, you may pass, but you will not be permitted to return to passed questions; a pass is treated as an incorrect answer. The first possible answer the team captain says directed at the moderator will be the answer taken.

If a team passes or gives an incorrect answer to a question, that question is immediately bounced back to the opposing team. The opposing team will have 8 seconds to answer the question. After the bounceback, the team will continue to answer the next question in their category. If a team gets all 8 questions right, then they get a 20 point bonus. Theoretically this could happen on the bounceback too.

Then, the team that had been leading selects from one of the two remaining categories and the process repeats itself. If a team begins its answer while time expires, it will be counted. The decision if the answer was begun before the time expired is a judgment call of the reader, and is not protestable.

Also, if during the lighting round, players on a team can choose to not answer the remaining questions in their category. Players will tell the moderator they wish to "kill" the category. The remaining unread questions will not bounceback to the opposing team.

THE FOURTH QUARTER consists of 8 long tossups worth 30, 20, or 10 points each for a correct answer depending at what point in the question the question is answered. On the questions, **bold and underlined indicates a point in the question where it is worth 30 points**. **Bold only indicates where it is worth 20 points**. Regular text indicates where it is worth 10 points.