Kentucky History Bowl Rules 2009

Responsibility for knowing and following these rules as published belongs to the competing team members and their coaches.

1. The competition will take place on three levels: Division I (elementary), Division II (grades 6-8), and Division III (grades 9-12).

2. Teams will consist of four members and one alternate, with one member being designated as captain. The alternate may be substituted at the break between rounds or during a time-out. Only four members may compete at one time.

3. Questions will cover the following subject areas: Kentucky history, geography, politics, government, famous people, current events, and trivia.

4. The rules for the competition are as follows:

   - Each question will be worth one point for a correct answer. There will be no penalty for no answer or for an incorrect answer. The competition will be conducted in two rounds. Each round will consist of seven minutes or fifty questions, whichever is completed first. Each team is permitted one 60-second time-out each round. Teams may make one substitution during the competition, either during a time-out or during half-time.
   - After the question has been read, each team will have five seconds to buzz in. (A team may buzz in before the question has been read in entirety, but if the answer is incorrect, they forfeit the right to hear the full question.) The team member who buzzed in must answer immediately upon being recognized by the moderator. If the team member recognized does not immediately answer, the moderator will call the team for hesitation, and the question will be given to the other team.
   - Each team must wait to be recognized before beginning an answer.
   - After buzzing in, team members may not confer with one another.
   - If the first team to buzz in answers incorrectly, the moderator will repeat the question and the other team have the chance to answer under the same time limits – five seconds to buzz in with no hesitation.
   - If a question is answered correctly before the moderator finished it, the moderator will read it in its entirety for the benefit of the audience.
   - If no team buzzes in to answer a question, there will be no loss or awarding of points. The moderator will advance to the next question after giving the correct answer.
   - Following the final question, the team with the highest number of points will be declared the winner. Should a tie occur, five additional questions worth one point each will be given.
   - Buzzers can be either held in participants' hands or shall be flat on the table. If technical difficulties arise, the equipment operator will decide where the buzzers will be.

5. Judges, moderators, and equipment operators will be provided by the Kentucky Historical Society for Kentucky History Bowl. Judges may not be in any way

(over)

connected with either participating team. Judges will have copies of the questions and answers, and their decisions will be final.

6. Protests must be made by the coach or captain of the team. Such protests should be addressed to the moderator at the end of each round. The moderator, in turn, will file the protest with the judges, and the judges' decision will be final.

7. If a student competing in Kentucky History Bowl uses a cell phone or other electronic communication device during the match, it will be forfeited. If a device is not in use but creates a disturbance (ringing, etc.), it will be confiscated and returned after the match.