

SCIENCE QUIZZING – Fee \$15 per team

Science Quizzing Director:
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Science Quizzing began in 1989 as a way to get Junior and Senior High students involved and excited about science, math and engineering. Several academic departments of Olivet Nazarene University developed Science Quizzing so that more students could be involved in the Celebrate Life competition and so that individuals could become better exposed to the science.

In 2004, E2i Automation became the corporate sponsor for the competition. E2i is an engineering company that specializes in programming and engineering for manufacturers. This year, E2i has generously provided resources to write an additional 200 questions and to develop updated strike systems for the competition.

LOCATION/MEETING: Science quizzing is located in the Reed Hall of Science. A Science Quizzing Coaches meeting takes place on Thursday at 2 P.M. in Reed Hall of Science; room 211. A tournament bracket will be posted during *Celebrate Life*. The tournament begins on Thursday from 3:00-4:30 P.M. On Friday, participants must be checked in by 11:00 A.M.

AGE: Participants must be in the 7th-12th grade by the time of *Regional Celebrate Life in May*. Each District President is responsible for who may/may not participate from their district.

TEAMS:

Teams must be formed at the District level. An “intent to participate” form must be submitted to your district president by April 1. The district president is then to follow the registration process as outlined on page 2 of this handbook. All forms and fees must be postmarked no later than April 16th.. This should include the district name, coach’s name, address, and phone number (person over 18 years old), all team members who will be present at the Celebrate Life competition and their addresses, grade and church. Districts with uncompleted forms will not be allowed to participate under any circumstances.

Each **team** must be accompanied by an adult coach.

Each team must have a designated captain (spokes person) who will sit in the center chair.

Each competing team must have a minimum of 3 members and a maximum of 5 members plus two alternates.

The alternate team members may be substituted into the competition once per match. If a team begins with less than five members, they can still only substitute twice into vacant positions.

Teams should be present at least 10 minutes before any match. It is each team’s responsibility to make sure that they are present on-time. Forfeits will be given to teams who arrive more than 5 minutes beyond the designated time or who do not show.

Teams that supply one person to help with the competition will be awarded 10 points at each game. These individuals will be used to prevent entry into the room during questions.

Persons (fans) will not be able to enter or exit rooms during the questions. Persons may enter the room between questions.

OFFICIALS:

The following is a list of officials necessary for play:

Quiz Master – Presides over competition; reads questions and awards points to correct answers and errors.

Strike/Time Judge – Determines first strike, controls timers for answers, and timeouts; keeps the score.

*The question bank for Science Quizzing is not large enough to make available for use as practice questions. Teams are encouraged to purchase a series of books entitled “Physics: The Easy Way”, “Chemistry: The Easy Way”, etc. The quizzers should be aware that these books only serve as **one** source of information.*

QUESTION CONTENT:

Each match will consist of 20 questions. There will be 4 questions taken from each of the five areas listed below. The order of these sets of 4 questions will be as follows:

Physics/Engineering – vectors, force, work, electricity, magnetism

Earth and Space – geology, astronomy

Biology – zoology, genetics, environment

- Chemistry** – molar calculation, identify type of element given molecular weights, oxidation numbers, orbital information, acids/bases
- Math/Computer** – algebra, trigonometry, geometry, number system, conversions, probability, programming concepts

Most question sets will have one Scientist/Inventor question. This question will generally ask who discovered, who invented, etc. This person can be from any of the four areas provided above.

THE PLAY:

- The questions for each game will be asked by the Quiz Master. An example of this is as follows: “*Question #1* (pause) Question: ‘*What was the first Apollo mission to orbit the moon?*’ “
- Once a question has been completed by the Quiz Master, the teams will be given a maximum of 5 seconds to respond.
- The first team to respond must answer the question completely within 15 seconds. The correct answer will be worth 20 points.
- If the first team is incorrect, the second team will be given an opportunity to respond. The question will be completed (if necessary) and then subsequent teams must completely answer within 10 seconds. This correct response will be worth 10 points.
- If a team gives two answers to any question, only the first answer will be considered by the Quiz Master.
- After 5 incorrect responses from any team, 10 points per error will be deducted.
- During questions 16-20, 10 points per error will be deducted for each incorrect response.
- A team will not receive a penalty of more than 10 points for any single question.
- If a response from a team occurs before the question is completed, the team does not need to finish the question. If the first team to respond answers incorrectly, the question will be completed for the subsequent team. Only the portion of the question unread will be completed.
- Questions will not be repeated.
- On multiple choice questions, a team captain is only required to give the correct “*letter choice*,” for example, (a), (b), (c), or (d). If the captain responds with both the letter choice and the expression, the expression will be considered the teams’ answer to the question. If a team responds before all choices are given, it can choose a “*letter choice*” that has not been given and still receive the full amount of points.
- Tie breakers consist of 1 question from any topic and will be sudden death. The question will follow the same format as questions 16-20. (Penalties will apply to the breakers.)
- Answers that contain any incorrect information will be considered “incorrect”.
- No scratch paper, pencil or calculators are allowed in the competition.

CELEBRATE LIFE TOURNAMENT

- The Tournament format will be a reduced round robin round-followed by a single elimination bracket.
- During the reduced round robin round, each team will play in three matches against a randomly chosen opposing team.
- The three matches count for points only. Each team should try to earn as many points in the three matches as possible, since the average points will determine placement in the single elimination bracket.
- Only the top eight teams will be entered into a single elimination bracket. Teams will be seeded based upon average scores in the reduced round robin with the 1st place team pitted against the 8th place team, 2nd place team against the 7th place team, etc.
- If there is an average score tie between any of the top eight teams, seeding in the single elimination bracket will be determined by the number of wins in the round robin play (e.g. A team winning both of their games in the round robin will be seeded better than a team that won one or none of their games.) If the number of wins is also tied, seeding will be chosen randomly.
- Matches will be sequenced every 30 minutes.
- Each district will garner grand trophy points with the 1st place district receiving the most and the 11th place district receiving the least.

CORRECTNESS OF ANSWERS, JUDGING, CHALLENGING:

- The Quiz Master asking the questions will decide whether the response is valid. The decision of the Quiz Master is final. If the question has incorrect information in it, it will be thrown out and another will be substituted.
- Only a captain may argue a question’s validity. In any case, the Quiz Master’s decision is final.
- Answers to all questions will be accepted only from the captain of the team. Other responses will be ignored.

FOULS:

- Team members are allowed to talk to each other anytime after a team has responded by striking the button. However, excessive noise or talking from any team or fans during the other team's turn will result in a deduction of 10 points per violation.
- A 10-point penalty will be given to any team who strikes the buzzer after, "*Question Number #*" but before, "*Question,*"

TIME OUTS:

- Each team will have a 1 minute time out per match. Time outs will only be granted between questions.

REGISTRATION & AWARDS:

- The registration form and entrance fee should be sent to your district president by April 1. The district president is then to follow the registration process as outlined on page 2 of this handbook. All completed forms and fees must be postmarked no later than April 16th.
- Each district will garner grand trophy points with the 1st place district receiving the most and the 11th place district receiving the least.