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Oklahoma Association for Academic Competition, Inc.
Bylaws

ARTICLE I

Name

The name of the organization shall be the Oklahoma Association for Academic Competition, Inc. (hereinafter OAAC, Inc.).

ARTICLE II

Purpose

Section 1. OAAC, Inc. sponsored competitions

The OAAC, Inc. shall develop, implement, sponsor and regulate a program of academic competitions for Oklahoma schools in a manner which is consistent with the welfare of students and which encourages academic achievement.

Section 2. Other Competitions

Upon request, the OAAC, Inc. will serve as an administrative body for academic competitions other than the programs developed by the OAAC. Programs wishing to come under the OAAC, Inc. will be required to meet the standards of educational soundness established by the OAAC, Inc.

ARTICLE III

Organization

Section 1. Governance

Governance of the OAAC, Inc. shall be vested in a Board of Directors (hereinafter called Board) composed of ten (10) members, five (5) of whom shall be elected and five (5) appointed as set out herein.

Section 2. Geographic Alignment

For the purposes of electing members of the Board, the state shall be divided into five regions. One representative from each of the five regions will be elected by the participating schools in that region. There will be one representative from each of the following geographic regions, Northwest, Southwest, Northeast, Southeast, and one representative from the greater Oklahoma City or Tulsa areas.

Section 3. School Representatives

The superintendent of a local school district or the chief school officer of a non-public school district shall appoint one (1) person to serve as the school representative. Such school representatives shall serve as the official contact person between the member school and the

OAAC, Inc. and shall have one (1) vote for the purpose of electing a member of the Board from his/her section.

Section 4. Eligibility for Board

Any administrator of a school district containing a member school shall be eligible to be elected to the Board. Those appointed pursuant to Section 6 of this Article need not be certified or employed by a member school.

Section 5. Election of Board Members

Five (5) members of the Board shall be elected by the representatives of member schools from their respective sections. Representatives of all member schools within a section electing a Board member shall be notified of such a fact by the Director of Services no later than January 1 of the year in which the election is to be held. Nominations for candidates for the Board shall be submitted no later than January 31. Such nominations shall be signed by five (5) school representatives of schools within the section. The Director of Services shall place the names of eligible candidates on ballots and distribute them to all school representatives within the section by February 15. All ballots returned to the Director of Services by March 1 shall be counted, and the person receiving the most votes will be elected to the Board. In case of a tie, the Board shall decide the election. The Director of Services will recruit a representative if there are no candidates.

Section 6. Appointment of Board Members

Five (5) members of the Board shall be appointed as follows:

- 1 appointed by the Oklahoma State Regents for Higher Education
- 1 appointed by the Board of Directors of the Oklahoma Association of School Administrators.
- 1 appointed by the Oklahoma State School Boards Association.
- 1 appointed by the State Department of Education.
- 1 appointed by the Organization of Rural Oklahoma Schools.

Section 7. Terms of Board Members

Terms of Board members shall be four (4) years, except for terms of initial Board members as set out below. All terms shall begin on July 1 of the year in which the Board member is elected or appointed.

Section 8. Terms of Board Members

For the purpose of staggering elections and appointments of Board members, the terms of Board members shall be as follows:

A. The Board member elected from the urban area and the Southwest region and the Board member appointed by the Oklahoma State Regents for Higher Education shall serve a four (4) year term which shall end on June 30, 2025 or until a successor is appointed by the represented entity if an appointee or a regional representative can be found.

B. The Board member elected from the Northeast region and the Board member appointed by the Oklahoma Association of School Administrators shall serve a four (4) year term which shall end on June 30, 2026 or until a successor is appointed by the represented entity if an appointee or a regional representative can be found.

C. The Board member elected from the Southeast region and the Board member appointed by the Oklahoma State School Boards Association and the State Department of Education shall serve a four (4) year term which shall end on June 30, 2027 or until a successor is appointed by the represented entity if an appointee or a regional representative can be found.

D. The Board member elected from the Northwest region and the Board member appointed by the Organization of Rural Oklahoma Schools shall serve a four (4) year term which shall end on June 30, 2028 or until a successor is appointed by the represented entity if an appointee or a regional representative can be found.

Section 9. Vacancies

Vacancies shall be filled in the following manner:

A. If any elected Board member ceases to be a full-time employee of a district containing a member school in the region from which he/she was elected, the Director of Services shall recruit a successor within sixty (60) days, who shall serve until the following June 30 or the remainder of the term.

If necessary, an election then shall be held pursuant to Section 5 or 6 of this Article to fill the vacancy as of July 1. The person elected or appointed shall serve the remainder of the unexpired term.

B. If a vacancy occurs in an appointed Board position, the appointing agency shall fill the spot within sixty (60) days for the remainder of the unexpired term.

ARTICLE IV

Administration

Section 1. Director of Services

The Board shall employ a Director of Services and shall set the term of his/her contract not to exceed four (4) years. The Director of Services contract may be renewed by the Board.

In addition to the specific duties set out herein, the Director of Services shall perform all duties assigned by the Board, and shall be responsible to the Board for the day-to-day and financial operation of the OAAC, Inc.

The Director of Services may appoint associate directors to oversee specific portions of the association's activities.

Section 2. Officers

At the annual organizational meeting, the Board shall elect from its membership a President and a Vice-President whose terms shall be two (2) years. Both the President and Vice-President shall be eligible to serve two (2) consecutive terms. The president shall preside at all meetings of the Board and shall, with the approval of the Board, appoint all committees established by the Board.

The Vice-President shall perform all the duties of the President in the President's absence.

Section 3. The Board

The Board shall have the authority to:

- A. Establish and monitor the implementation of policies for the governance and operation of the OAAC.
- B. Propose amendments to the bylaws of the OAAC, Inc.
- C. Establish the qualifications and duties of the Director of Services of the OAAC, Inc.
- D. Authorize and approve the employment of staff for the OAAC, Inc.
- E. Approve the budget and oversee the financial management of the OAAC, Inc.
- F. Establish standards for verification of the educational soundness of any academic competition seeking OAAC, Inc. endorsement, taking place in Oklahoma.
- G. Develop, implement, sponsor, and regulate a program of academic competitions for Oklahoma schools.
- H. Approve the appointment of committees by the Director of Services.
- I. Perform any function specifically set out by the Bylaws and any other function necessary to the operation of the OAAC, Inc. but not specifically set out herein.

Section 4. Meetings

- A. An annual organizational meeting to be held prior to October 1.
- B. Meetings will be held in virtual space utilizing Google Docs.
- B. The president shall call special meetings on his/her own and shall call such meetings within thirty (30) days after receiving a written request from at least seven (7) members of the Board. Special meetings must be held no less than ten (10) nor more than twenty (20) days after notification to all members of the Board.

C. With approval of the President, the Director of Services may call an emergency meeting of the Board. The Director of Services shall specify the agenda for such meetings and no other items may be considered. An attempt will be made to notify all board members.

D. All meetings of the Board shall be conducted according to accepted rules of parliamentary procedure. Members of the Board present shall constitute a quorum. Any person who notifies the Director of Services at least three (3) days in advance shall be permitted to address the Board at any regular or special meeting.

ARTICLE V

Membership

Section 1. Eligibility

Any accredited Oklahoma school shall become an OAAC, Inc. member upon enrollment in an OAAC, Inc. competition.

Section 2. Voting

For purposes of election of board members each member school district may have one (1) vote. For purposes of rule changes, each team enrolled in the affected competition may have one (1) vote.

Section 3. Conditions of Membership

The Board shall have the sole authority to grant or deny membership in the OAAC, Inc. It shall have the authority to suspend or terminate membership in the OAAC, Inc. for violation of the Bylaws or other rules and regulations in the OAAC, Inc.

Section 4. Associate members

The Board may establish one or more categories of Associate Membership in the OAAC. All Associate members shall be non voting members.

ARTICLE VI

Competition

Section 1. Categories

The OAAC, Inc. may sponsor regional and state-level academic competitions for post-secondary institutions. The OAAC, Inc. shall sponsor district, regional, firebird, area, and championship competitions for middle level students, grades 7 & 8, in academic bowl. The OAAC, Inc. shall sponsor district, regional, firebird, and area competitions for elementary students, grades 5 & 6, in academic bowl. The OAAC, Inc. shall sponsor competitions for elementary students, grade 4, in academic bowl. The OAAC, Inc. shall sponsor competitions for

elementary students, grade 5, in academic bowl. The OAAC, Inc. shall sponsor competition for junior high/high school students, grades 9 & 10, in academic bowl. The OAAC, Inc. shall sponsor online competitions in language arts, humanities and fine arts, math, science, and social studies for primary, elementary, middle level, and high school students. The OAAC, Inc. shall host the Tournament of Champions state scholastic championship for grades 6, 7 & 8 and online qualifying tournaments as needed. The OAAC, Inc. shall host the High School Tournament of Champions and online qualifying tournaments as needed. The Board shall determine the content areas of competition in each category. After the initial year, by October 31 of each year, the OAAC, Inc. shall distribute to all member schools a rules and regulations book specifically describing the categories of competition at each level. Such rules and regulations book shall include for each level a detailed description of the format, subject matter, judging and scoring criteria and all other pertinent information. The OAAC is the administrative body for Oklahoma Quiz Bowl Camp.

Section 2. Contests

The participating school districts shall determine the dates for the district, regional, and area contests. Sites for district, regional, and area contests shall be chosen from among schools that wish to host such contests, and shall be rotated equitably among those schools.

Section 3. Site Manager

Each district, regional, and area contest shall have a site manager. The site manager shall remain at the contest site for the duration of the contest. His/Her duties shall include securing qualified officials for the contests, maintaining the integrity of contest materials, and other duties as assigned by OAAC, Inc. The site manager may select others to assist him/her as necessary.

Section 4. Qualifications of officials

Only persons familiar with the OAAC, Inc. rules and regulations should serve as officials at any district, regional, or area competition. An official's test is printed in the handbook. Officials will review the rules and complete the official's test.

Section 5. Eligibility

Students who participate in competition shall be subject to the following terms and conditions:

- A. Any student legally and continuously enrolled in a member school shall be eligible to represent that school in any district, regional, area, or state contest sponsored by the OAAC, Inc.
- B. Participating students must meet their school district's academic eligibility requirements.
- C. Regardless of the grading structure of a school district, ninth-grade students are not eligible to compete in the middle level competition. Students in grades seven (7) and eight (8) may compete at the middle level. Students in grades kindergarten (K) through six (6) may compete

at the elementary level. A student may play "up" to the next level but may not play "down" to a lower level. E.g. A sixth grade student may play on a middle level team, however, a seventh grade student may NOT play on an elementary team.

D. Participants found to be ineligible, based on their school district's policy, shall cause any contest in which they participated to be forfeited. Repeated violations of eligibility rules shall subject a school to termination of membership in the OAAC, Inc.

E. Any challenges as to the eligibility of a participant shall be submitted to the Director of Services within seventy-two (72) hours after the contest in which participation occurred. The Director of Services shall investigate and make a final determination as to eligibility.

Section 6. Enforcement of Rules

The OAAC, Inc. shall enforce the Bylaws and rules and regulations in the following manner:

A. All disputes involving events occurring at a contest (correctness of answers, timing or scoring errors, rules interpretations) shall be resolved by the official at the contest site. The chief judge in the competition room where the dispute occurred shall make the final decision.

B. Any official may remove from the premises of any contest any person whose conduct is unsportsmanlike, offensive, in violation of the rules, or illegal. The official who removes a person on such grounds shall make a report of the incident in writing to the Director of Services. If the person is a student, coach, teacher, official, principal, parent or other person associated with a member school, the Director of Services may direct such school to prohibit that person from attending or participating in future contests. Failure of the school to comply with such a directive may subject it to termination of its membership by the Board.

Section 7. Amendment of the Rules

The coach, principal, or school representative of any member school may propose changes in the rules of a category of competition by submitting any proposed change in writing to the Director of Services or the member of the Board representing his/her section. The proposed changes will be discussed and voted on during the summer coaches conference information about the proposed rule change shall also be posted on the OAAC, Inc. web site and a vote cast by a member school unable to attend the summer coaches conference.

ARTICLE VII

Verification

Section 1. Standards of Competition

The Board shall establish standards of educational soundness which it believes all academic competition should meet. The Board shall assure that all OAAC, Inc. sponsored competition meets such standards. In addition, the Board shall review, upon application for inclusion, other

academic competitions in Oklahoma to determine if they meet the standards set by the Board. Such review shall include, but not be limited to, the purpose, objectives, and rules and regulations of the competition.

Section 2. Directory of Competition

The OAAC, Inc. will disseminate to all member schools and other interested parties a directory listing all academic competitions which meet the standards set by the Board. Such a directory will include the name of the competition, the dates and location, sponsor, contact person, entry information and a brief description of the competition. The OAAC, Inc. will serve as an administrative assistant to those interested in competitions listed in the directory.

Section 3. Conditional Status

Competitions which do not meet the standards set by the Board, but which request assistance from the OAAC, Inc. in a good-faith effort to meet the standards, may be granted conditional approval status by the Board, and shall be designated as such in the directory

Section 4. Recommendations

The directory may include a recommendation that member schools not participate in competitions which are not included in the directory due to their failure to meet the standards established by the Board.

ARTICLE VIII

Amendments

Section 1. By the Membership

On or before February 1 of each year, representatives of ten percent (10%) of the member schools may file in writing with the Director of Services any proposed changes in the Bylaws of the OAAC, Inc. By February 15, the Director of Services shall submit the proposed changes to the member schools for a vote on an official ballot.

Section 2. Vote Necessary to Amend

A majority of the ballots returned to the OAAC, Inc. by March 15 shall be necessary to amend the Bylaws. Any proposed change which is successful shall become effective July 1 following its adoption.

Section 3. By the Board

A. The Board may vote to submit a proposed change in the Bylaws to the members. If the Board so votes, the Director of Services shall submit the official ballots to the member schools

within fifteen (15) days of the Board's action and the deadline for their return shall be forty-five (45) days after the Boards action. The majority required by Section 2 of this article shall apply. The effective date of an amendment proposed by the Board shall be ninety (90) days after its adoption by the membership.

B. The Board of Directors may amend the Bylaws by a majority of the entire Board.

VACANT

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When leaving a message, always leave your school and cell number - many calls are returned in an evening as all Directors have full time jobs.

When you send a text, please include who you are until we can save your cell number in our address book.

Standards

The following standards are recommended as criteria for measuring the educational soundness of academic competitions. The OAAC acknowledges the Kentucky Academic Association committee for the development of the competition standards.

Standard One: Content for the competition is related to the curriculum taught in Oklahoma's schools and universities.

Standard Two: Competition is an extension of both the curriculum and the instructional program and does not supplant any portion of the curriculum.

Standard Three: Competition is supported by a written statement of purpose.

Standard Four: Educational objectives of the competition are described in writing and in a form enabling evaluation of the program.

Standard Five: Special effort is made to enlist the participation of students of all races, sexes and handicaps.

Standard Six: Operational procedures are specific and in a form easily understood by student participants.

Standard seven: Participant eligibility criteria are justified on the basis of educational and psychological soundness.

Standard Eight: Competition is consistent with the maturity level of the students it is designed to serve.

Standard Nine: Competition encourages cooperation, teamwork, trust and support

Standard Ten: Competition encourages higher academic achievement and more independent learning.

Standard Eleven: The various ways in which students demonstrate their knowledge and skills are considered in designing the competitions.

Standard Twelve: Awards are appropriate in number, type and value.

Standard Thirteen: Rewards are more intrinsic than extrinsic, and winning is not over emphasized.

Standard Fourteen: Funds generated by the competition are used to support the program.

Standard Fifteen: All fees (participant, membership and admission) are reasonable, and no student is prohibited from participating in any individual competition because of the inability to pay.

Standard Sixteen: Time required to participate in the competition is reasonable for students, school personnel, and community.

Standard Seventeen: Competition adheres to the principles of cooperation; good sportsmanship of participants, coaches, sponsors, and spectators; and the overall enhancement of self-esteem of persons involved in the activities.

Standard Eighteen: Officials used in competition meet minimum standards for certification and that such standards are described in writing.

Glossary

Academic Bowl- (Quiz bowl, Buzzer Bowl, Scholars Bowl) is a game of questions and answers on topics such as history, literature, and science. It is commonly played by college or high school students, and sometimes middle and elementary school. Participants benefit from exposure to a broad range of school and cultural subjects, memorization and study skills, and an improved ability to cooperate and work in teams.

The game is typically played with a lockout buzzer system between two teams, most commonly consisting of four players each. A moderator reads questions to the teams, whose players endeavor to buzz in first with the correct answer, scoring points for their team. (Wikipedia)

Active Team Member– A member of either academic bowl team at a buzzer during game play.

All State - For high school seniors. Awarded by the Oklahoma Academic Coaches Association to outstanding players. A coach must be a member of the OACA to submit their student for the All-State selection process.

Alpha Tournament - 4th Grade Academic Bowl and 5th Grade Academic Bowl have two tournaments. The first tournament is called the Alpha. Each of the groups will select the date and location for the Alpha Tournament. It is usually held after the first of November, but before the first of February.

Area Tournament- Area is the championship tournament for the Upper Elementary Academic Bowl. Only the top finishing teams participate in the Area Tournament. Area is the final selection process for the Challenge of the Champions for Mid Level schools.

Beta Tournament - 4th Grade Academic Bowl and 5th Grade Academic Bowl have two tournaments. The second tournament is called the Beta. Each of the groups will select the date and location for the Beta Tournament. It is usually held after the first of January, but before spring break.

Bonus Question – An additional question, in the same subject area, given to a team correctly responding to a toss-up question during academic bowl. Teams may confer on a bonus question. A Bonus Question is worth 10 points. There is not a rebound on bonus questions.

Buzz-in – A buzz-in occurs when a team member presses the individual response device and activates the lock-out system.

Challenge of the Champions - The Challenge of the Champions is the final championship tournament for the OAAC Mid Level Academic Bowl Championship. The top 2 teams from each area are invited to attend the C of C. It is held on the first Saturday following Presidents Day in February.

Curriculum Tournament or Contest - These are written, multiple choice tests in specific subject areas sponsored for high school students by regional colleges and universities. Students placing 1st, 2nd or 3rd at a regional event qualify to attend the High School Tournament of Champions. Some Middle School Invitationals are also called Curriculum Tournaments.

Depth of Knowledge point (DOK) - Froshmore Level ONLY If a student answers a toss-up question on or before a designated point in that question they receive a 5 point bonus. The moderator will indicate the extra points by saying +5. The DOK point and the -5 and +5 are for Froshmore competitions ONLY.

Neg 5- If a student buzzes in before the toss-up question is completed by the moderator and misses the question 5 points are deducted from the score. The moderator will indicate the deduction by saying Neg 5. If a student buzzes in after the question has been completed and answers incorrectly there is NO point deduction. FROSHMORE ONLY~FROSHMORE ONLY The DOK point and the -5 and +5 are for Froshmore competitions ONLY.

District Tournament - District is the first tournament for Mid Level and Upper Elementary academic bowl teams. All teams play in the district tournament.

Elementary Online Team - Students in 5th and 6th grade may participate on an Elementary online team. Students younger than 5th grade may play on an elementary team. Students in grades beyond the 6th may not.

Fifth Grade Academic Bowl –Fifth Grade Academic Bowl is for students in the 5th grade. Younger students may play up on a 5th grade team. Older students may NOT play down. Students are allowed to play on multiple level teams. e.g.. A 5th grade student may play on a 5th grade team, a UEL team and a ML team.

Firebird Tournament - The Firebird is a new tournament for both Mid Level and Upper Elementary. It is held between regional and area for teams placing 4th - 6th at District then in the top 2 at their Regional tournament. The top team from the Firebird tournament advances to Area.

Fourth Grade Academic Bowl –Fourth Grade Academic Bowl is for students in the 4th grade. Younger students may play up on a 4th grade team. Older students may NOT play down. Students are allowed to play on multiple level teams. e.g.. A 4th grade student may play on a 4th grade team, a UEL team and a ML team.

Froshmore Academic Bowl –Froshmore Academic Bowl is for students in the 9th and 10th grade. Younger students may play up on a Froshmore team. Older students may NOT play down. Froshmore Academic Bowl is a series of four tournaments and a championship for students in 9th and/or 10th grade. Once the team has been enrolled it will be assigned to a regional group. Froshmore tournaments are subject focused with four subject area tournaments, mathematics, science, social studies and humanities and fine arts. For each subject area tournament, half of the questions are from the focus subject. The other questions are from the 3

remaining subject areas, pop culture and current events. All schools play all four subject area tournaments. A team winning any one of the subject area tournaments is invited to the Froshmore Championship which is usually held the last week-end in March.

Game – In academic bowl, a game is the event played between two teams. A game has 4 quarters.

High School Online Team - Students in 9th - 12th grade may play on a High School Online Team. Students younger than 9th grade may play on a HS team.

High School Tournament of Champions - HSTOC - is the state written test championship for students in 9th - 12th grade. Students must qualify to attend the High School Tournament of Champions by placing 1st-5th at a regional college or university curriculum or scholastic tournament or 1st-5th at an OAAC HSTOCQ Online event.

HSTOCQ - A High School Tournament of Champions Qualifying event. OAAC HSTOCQ is an online event sponsored by the OAAC.

Lock Out or Buzzer System – A buzzer system is an electronic system used in academic bowls. Each contestant has an individual response device. Once an individual response device has been activated the system will lock out all other responders until the answer has been ruled correct or incorrect.

Mid Level Academic Bowl – Students in 7th and 8th grade may play on a Mid Level Academic Bowl (ML) team. Younger students may play up on an ML team. Older students may NOT play down.

Students are allowed to play on multiple level teams. e.g.. A 5th grade student may play on a 5th grade team, a UEL team and a ML team.

Mid Level Online Team - Students in 7th and 8th grade may play on a Mid Level Online Team. Students younger than 7th grade may play on a mid level team. Students in grades beyond 8th may not.

Moderator – The moderator reads the questions to academic bowl teams and accepts or rejects the answer presented by the team member.

NAQT - National Academic Quiz Tournaments - National Academic Quiz Tournaments organizes national middle school, high school and college quiz bowl championships. Several qualifying events for high school teams are held across Oklahoma. To find out about events in Oklahoma check the QQBA page on facebook.

OAAC TOCQ - The OAAC hosts several online Tournament of Champions Qualifying (TOCQ) events over the course of the school year. TOCQ's are for students in the 6th, 7th or 8th grade and will offer tests in current events, humanities and fine arts, language arts, mathematics,

science and social studies. A school district may participate in only one OAAC TOCQ per subject and grade. Specific guidelines and dates.

OJABA - Oklahoma Junior High Academic Bowl Association - the other guys.

OACA - Oklahoma Academic Coaches Association - was started for the purpose of formalizing a network for academic coaches throughout the state. The Association provides a newsletter, a fall coaches conference, and All-State competition and recognition. High School academic team coaches are eligible for membership. Middle school, junior high and elementary coaches are eligible for associate membership which entitles them to all the privileges of membership with the exception of nominating students for All-State recognition.

OQBA - Oklahoma Quiz Bowl Alliance - A group of coaches and former players across Oklahoma who sponsor NAQT style competitions for middle school and high school teams. They have a facebook page

OQBC - Oklahoma Quiz Bowl Camp - Established in the summer of 2018. The 4 day camp offers enrichment, instruction and competition for Oklahoma students in grades 6-12.

Oklahoma Regional Science Bowl - Science bowl is a Department of Energy sponsored event for high school and middle school teams. Questions are over math and science, only. Science Bowl uses a toss-up bonus format. The winning team will qualify to attend the National Science Bowl in Washington D.C. at the end of April. The Department of Energy provides the questions and pays for the high school and middle school champion teams to attend Nationals. Specific guidelines and dates.

Online Tournament - An Online Tournament is a team event. There is no limit to the size of the team. Team membership may change from one subject area to the next. There are 4 grade levels of competition. Primary - 3rd and 4th grade. Elementary - 5th and 6th grade. Mid Level - 7th and 8th grade. High School - 9th - 12th grade. Each grade level has 5 subject area tournaments; humanities and fine arts, language arts, mathematics, science and social studies. Specific guidelines and dates.

Other TOCQ - Other TOCQ's are Tournament of Champions Qualifying tournaments offered by individual school districts throughout Oklahoma. Schools may attend as many Other TOCQ's as they wish. Specific guidelines and dates

Pairings - A pairing is a list of the academic bowl teams your team will play. Once the enrollment window has closed the pairings will be listed on the OAAC web site. Links will be on the main OAAC page. All enrolled schools will also receive an email and PDF file containing contact information for the schools in your group.

Phoenix Tournament - A consolation tournament for teams not advancing to either the Firebird or Area tournaments. The Phoenix tournament gives your students a chance to prepare for next year.

Playoff Series - For Upper Elementary and Mid Level Academic Bowl. The goal is to identify the top teams from each group. Teams are assigned to one of 4 Districts: District A, District B, District C and District D. All teams play in District. The top 3 teams from District A and District B advance to Region One. The 4th - 6th place teams from District A and District B advance to Region Two. The top 3 teams from District C and District D advance to Region Three. The 4th - 6th place teams from District C and District D advance to Region Four. The top three teams from Region One and Region Three advance to Area. The 4th place team from Region One and Region Three and the top two teams from Region Two and Region Four advance to the Firebird Tournament. The remaining teams from Region will have the opportunity to play in the Phoenix Tournament.

Primary - A Primary Online team may consist of students in 3rd and 4th grade. Students younger than 3rd grade may play on a primary team. Students in grades beyond 4th may not.

Protest – In Academic Bowl - Over Question Content - A protest over question content must be lodged by the team coach at the end of a quarter. Once the new quarter begins, protests over questions in the previous quarter(s) are inadmissible. Over Procedure - If there is a procedural error, the coach may protest at any time by standing. The procedure protest will be addressed immediately.

Regional Tournament - For Upper Elementary and Mid Level academic bowl. All schools play in a regional tournament. Points from a team's district performance against the schools also advancing to your assigned region travel with the team. (see Playoff Structure)

Round Robin - All of the OAAC tournaments use the Round Robin format. All teams attending a tournament will play each of the other teams attending the tournament. If there are 6 teams assigned to a group, each team will play 5 games.

Scholastic Tournaments or Contests- These are written, multiple choice tests in specific subject areas sponsored for high school students by regional colleges and universities. Students placing 1st, 2nd or 3rd at a regional event qualify to attend the High School Tournament of Champions. Some Middle School Invitationals are also called Scholastic Tournaments.

Team – An academic bowl team consists of four active members and substitutes. For awards purposes, 8 members will constitute a team. A team may have more than 8 members but will have to purchase additional awards for all members over 8. If necessary, a team may play with fewer than 4 members.

Team Captain – The designated team member who will give the answer to a bonus question. A team captain may defer to another team member by saying ‘defer’ or otherwise indicating the answer will be given by someone other than the captain.

Team Member – A member of an academic team must be a student within the grade parameters enrolled at the school district for which they are competing. A younger student may play up to the next level. An older student may NOT play down.

TOC - The Tournament of Champions acronym.

TOC Scholar - The TOC Scholar Cup is an award given to the top individual in the TOC Scholar competition. To be eligible to test as a TOC Scholar a student must qualify for the TOC in 4 different subject areas. The student will test in the areas for which they qualified in addition to a separate test specifically for the Scholar Candidates. The student named 6th, 7th or 8th grade TOC Scholar will be the student with the highest score on the scholar test.

TOCQ - Tournament of Champions Qualifying event. There are two types of qualifying events. OAAC TOCQ is an online event sponsored by the OAAC. Other TOCQ are events hosted by individual school districts.

Toss-up Question – A toss-up question is a free response question in an academic bowl. Any active team member from either team may buzz-in and respond to the question. Each team will be allowed only one attempt at a toss-up question. Team members may not confer on a toss-up question. Toss-up questions are built in pyramid format with decreasing difficulty as the question progresses. A toss-up question is worth 10 points. If the question is missed by the first team to buzz in, the opposing team may rebound the question.

Tournament of Champions - The Tournament of Champions is the state written test championship for students in 6th, 7th and 8th grade. Students must qualify to attend the Tournament of Champions by placing 1st, 2nd or 3rd in mathematics, science, social studies, humanities and fine arts, current events or language arts at a qualifying event.

Upper Elementary Academic Bowl – Students in 5th and 6th grade may play on an Upper Elementary Academic Bowl (UEL) team. Younger students may play up on an UEL team. Older students may NOT play down. Students are allowed to play on multiple level teams. e.g.. A 5th grade student may play on a 5th grade team, a UEL team and a ML team

Question Unit-- A question unit consists of a toss-up question and the related bonus question.

Bowl Rules

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I. EQUIPMENT	
Equipment or Technical Malfunction	

If a technical issue or equipment malfunction creates a situation that impacts both teams, e.g. the system wasn't cleared and neither team can buzz-in or there is a malfunction of the buzzer before an answer is given by either team.

- Determine the origin of the technical issue. If it is determined that the buzzer system is malfunctioning - that system should be switched out for a different system before continuing. Once the origin has been determined -
 - a.) Clear the system.
 - b.) The moderator will use a keyword to indicate permission to buzz in. The Moderator will tell the students. "I will re-read the toss-up question. At some point in the question you will hear the word "pumpnickel" You may buzz in when you hear me say pumpnickel. If you buzz in before, your answer will be ruled invalid."
 - c.) The moderator will begin re-reading the question and insert pumpnickel into the question at a spot of their choosing.
- If the malfunction is discovered after an answer has been accepted. The question will be tossed out and a replacement question will be read for both teams. e.g. a student buzzer quits working and a student was trying to buzz but could not buzz in because of the malfunction.

Lock Out or Buzzer System – A buzzer system is an electronic system used in academic competitions. Each contestant has an individual response device. Once an individual response device has been activated the system will lock out all other responders until the answer has been ruled correct or incorrect.

Lock Out or Buzzer Systems equipped with 'next' buzz feature – If your buzzer system is equipped with the next buzz feature, that feature should be disabled before placing it in operation at a tournament. Not all systems have this feature. Many moderators are not familiar with the feature or how to use it in competition.

II FROSHMORE ONLY~FROSHMORE ONLY

Power and Neg - The Depth of Knowledge (dok) point, the -5 and +5 are for Froshmore competitions ONLY. Froshmore Level ONLY.

Depth of Knowledge point (DOK) - If a student answers a toss-up question on or before a designated point in that question they receive a 5 point bonus. The moderator will indicate the extra points by saying +5.

Neg 5- If a student buzzes-in before the toss-up question is completed by the moderator and misses the question 5 points are deducted from the score. The moderator will indicate the deduction by saying Neg 5.

If a student buzzes-in after the question has been completed and answers incorrectly there is NO point deduction.

III. GAME RULES

3 Count - Once the team member has been recognized, they must begin to state their answer within 3 seconds. The moderator will give their 3 counts at the beginning of each game.

Blurt -- If a student answers before being recognized by the moderator this is a blurt.

For UEL and up; a warning will be given to both teams at the beginning of the first game of the tournament then if any student answers before being recognized the answer will be ruled invalid, even if the answer was correct, and the opposing team will be given the opportunity to answer the question. The moderator will say, "That was a blurt. The answer is invalid."

For 4th and 5th grade: teams will each be given a warning the first time a student blurts in a game for EACH team. This is to promote learning and give grace to new students to the game.

Buzz-in – A buzz-in occurs when a team member presses the individual response device and activates the lock-out system. Buzz-in is required for a toss-up question.

Changed Content during Answer - The first answer given by the team member is the answer to be accepted by the moderator. A team member may not change their answer.

Conferring on a bonus question - Team members may confer with the other team members at the table on a bonus question. Team members may not confer with anyone not sitting at the table during a bonus question. This exclusion includes, but is not limited to, substitutes, supporters, and coaches.

Conferring on a toss-up or tie breaker question - Team members may not confer with each other or any other individual on a toss-up question.

Completed Question After the moderator has completed reading the question, team members must buzz-in before 5 seconds have expired. On a math or science computation question 15 seconds are given before a buzz-in is required. (see time for additional information)

End of the Game

- The team with the most points at the end of the game is the winning team. (Tournament ranking is based on the win/loss record first)
- If the score is tied the teams will enter a best of 5 tie breaker.
- If the score is still tied after the best of 5 tie-breaker the match will be determined by sudden-win.
- The team answering the sudden-win toss-up will be the winning team.

End of the Tournament

The round robin tournament winner is the team with the best win/loss record.

- If two teams have the same win/loss record, the team with the highest total points will be the winner.
- If the win/loss record and the highest total points are identical, the tie is broken by the results of the game in which the two teams played one another.

- If a team leaves the tournament and only misses 1 game of the tournament , all points, wins and losses for that team and for their opponents in games they have played will be removed. If a team misses more than 1 game please call Erika for further instructions.

Game – A game is the event played between two teams.

Game Division -- There are 4 quarters in each game.

Incorrect Answer after Question is Complete - If a student buzzes-in after the question has been completed and answers incorrectly there is NO point deduction.

Incorrect Response - If the first team to buzz-in answers incorrectly, the opposing team may buzz-in and give an answer. If the rebounding team (second team to answer) is also incorrect, the correct answer will be given and the moderator will read the next question.

Interrupted Question (4-8) - If the toss-up question is interrupted the moderator will stop immediately. The student will be recognized and give their answer. If the answer is incorrect the moderator will finish the question by picking-up at a logical point and complete the reading of the question. If the student interrupts and answers correctly, 10 points are awarded for a correct answer. (4-8 grade only – Froshmore interrupted question information, see Froshmore Only)

Points awarded – 10 points are given for a correct response (4-8 grade – Froshmore point information, see Froshmore Only)

Stalling - a sound or phrase used to gain extra time before giving the answer to the question. A drawn out "Um-m-m-m" "Uh-h-h" "The Answer is" "I think that is"

- Simply saying 'um' or 'uh' before giving the answer is NOT considered stalling.
- The moderator will call stall if a stalling phrase is used to gain extra time.
- A called stall is the same as an incorrect response.

Students with a speech impairment - If a student on your team has a stutter or stammer issue or has a type of speech impediment that could delay an answer, the coach will notify the host site and other schools in attendance in advance. Moderators are instructed to give additional time to those students before a stall is called.

Devices - Anything that can send or receive messages including but not limited to tablets, phones, watches and computers are prohibited from being at the players table. All devices must be given to their coach or left in the audience turned off. If a student is found with a device during the game the player will be ejected from the remainder of the match. A second offense will warrant suspension from the tournament.

Heart monitors or Diabetes related apps may stay on but the device must still be kept in the audience or on the coach.

Time - The clock begins when the moderator says the last word in the question. The clock is set for five (5) seconds for a regular toss-up question or fifteen (15) seconds for a computation question.

- For math or science computation questions ONLY- fifteen (15) seconds are given for computation before time is called. The moderator will say "This is a math (or science) computation question."
- If neither team attempts to answer the question, the timer will say "Time" at the end of the allotted five or fifteen second time span.
- If the moderator is interrupted while reading a question the time does NOT start. The timer begins timing ONLY when the moderator has finished a question.
- If a team member buzzes and the allotted time has expired at the same moment, a tie, the advantage goes to the student.
- If the time keeper is from a participating school, they will not give answers or act as a team member in any manner. Such action by a timer could cause the disqualification of the time keeper's team.

IV. GRADE LEVELS

Fifth Grade Academic Bowl – Fifth Grade Academic Bowl is for students in the 5th grade. Younger students may play up on a 5th grade team. Older students may NOT play down. Students are allowed to play on multiple level teams. e.g. A 5th grade student may play on a 5th grade team, a UEL team and a ML team.

Fourth Grade Academic Bowl – Fourth Grade Academic Bowl is for students in the 4th grade. Younger students may play up on a 4th grade team. Older students may NOT play down. Students are allowed to play on multiple level teams. e.g. A 4th grade student may play on a 4th grade team, a UEL team and a ML team.

Froshmore Academic Bowl – Froshmore Academic Bowl is for students in the 9th and 10th grade. Younger students may play up on a Froshmore team. Older students may NOT play down. Students are allowed to play on multiple level teams.

Mid Level Academic Bowl – Students in 7th and 8th grade may play on a Mid Level Academic Bowl (ML) team. Younger students may play up on an ML team. Older students may NOT play down.

Upper Elementary Academic Bowl – Students in 5th and 6th grade may play on an Upper Elementary Academic Bowl (UEL) team. Younger students may play up on an UEL team. Older students may NOT play down. Students are allowed to play on multiple level teams.

V. OFFICIALS

Additional staffing guidelines and training instructions are available in The Book.

Moderator or Moderator/Judge- one moderator for each competition room. The moderator will read the question, recognize the student on a toss-up question, and tell the student if the response is correct or incorrect. The moderator may be a trained student if one of the other officials is an adult.

- The moderator will determine the correctness of a question if it is challenged. If there is not a chief judge, the moderator may, if necessary, leave the room to confer with officials from the other competition rooms. If there is not a judge, the moderator has the final word on the decision about the protest.
- The moderator will treat all teams with courtesy and fairness.
- The moderator will be familiar with the questions and the rules of the game.
- The moderator will maintain the security of the questions at all times.
- The moderator/chief judge is the head official of the game.

Judge or Chief Judge - If there is a chief judge; the judge will work with the moderator to conduct the Meet. The chief judge may be a trained student if another official in the room is an adult.

- If the moderator requests the judge to do so, the chief judge will recognize the student by calling the student's name. If students from opposing teams have the same name, the chief judge will say the team name first followed by the students name.
- The chief judge will, with the assistance of the moderator, rule on all protests.
- The chief judge will treat all teams with courtesy and fairness.
- The chief judge will be familiar with the questions and the rules of the game.
- The decision of the chief judge is final.
- The chief judge will maintain the security of the questions at all times.

Time Keeper – one time keeper (timer) for each competition room. The time keeper will sit next to either the chief judge or moderator and start the clock when the moderator finishes reading the question.

- The clock begins when the moderator says the last word in the question. The clock is set for five (5) seconds. The time keeper may be a trained adult or a trained student.
- FOR MATH QUESTIONS ONLY- 15 SECONDS ARE GIVEN FOR MATH AND SCIENCE COMPUTATION QUESTIONS. THE MODERATOR WILL SAY, "THIS IS A MATH (OR COMPUTATION) QUESTION."
- If neither team attempts to answer the question, the timer will say "Time" at the end of the allotted time.
- If the moderator is interrupted while reading a question the time does NOT start. The timer begins timing ONLY when the moderator has finished a question. If a team member buzzes and the allotted time has expired at the same moment, a tie, the advantage goes to the student.
- If the time keeper is from a participating school, they will not give answers or act as a team member in any manner. Such action by a timer could cause the disqualification of the time keeper's team.

Scorekeeper – one scorekeeper for each competition room. The scorekeeper will sit at the officials table.

- The scorekeeper may be a trained adult or a trained student.
- The scorekeeper will keep an accurate accounting of the score.
- The scorekeeper will be familiar with the score record before the tournament begins.
- A scorekeeper from a participating school will not give answers or act as a team member in any manner. Such action by a scorekeeper could cause the disqualification of the scorekeeper's team.
- If a separate individual is not available to keep score, coaches will act as official scorekeepers. They should compare scores and reconcile differences at the end of each quarter.

VI. OAAC QUESTIONS

Acceptable Answers - The information required to be given as an answer for the answer to be correct will be in bold and underlined. Any additional information given by the student to answer the question must be correct information.

- Leading articles such as "the," "an," and "a" are not required e.g. Tale of Two Cities is an acceptable answer for (A) Tale of Two Cities. However, if an article is given, it must be the correct one. An answer of The Tale of Two Cities would be incorrect.
- Plural/Singular answers are acceptable unless otherwise delineated in the question e.g. orangutan and orangutans are both acceptable answers.
- Last names will be considered a complete answer unless there is more than one person within the topic area with the same last name. e.g. If the question asks about a U.S. president and the student answers Roosevelt, the moderator will prompt for additional information. The student would then need to add the correct first name to make the answer correct.

Bonus Question – A question, in the same subject area, asked when a team correctly responds to a toss-up question. A bonus question is ONLY for the team answering the toss-up correctly. Active team members may confer on a bonus question. A bonus question is worth 10 points. There is not a rebound on bonus questions.

Tie Breaker Question(s) – A series of 5 questions asked after the game has ended with a tie score. The team with the most correct answers at the end of the tie breaker will be awarded 10 points to break the tie.

Toss-up Question – A toss-up question is a free response question. Any active team member from either team may buzz-in and respond to the question. Each team will be allowed only one attempt at a toss-up question. Team members may not confer on a toss-up question. Toss-up questions are built in pyramid format with decreasing difficulty as the question progresses. A toss-up question is worth 10 points. If the question is missed by the first team to buzz-in, the opposing team may rebound the question.

Prompt – If a moderator requires additional information from the student to clarify an answer, the moderator will say "Prompt".

- The prompt should not indicate if the answer being prompted is correct or incorrect.

- If the prompted information needs additional clarification, the moderator will again say "Prompt"
- If the required information is still not correct after two prompts, the answer will be ruled incorrect and the game will proceed as in any incorrect answer.

Question Breakdown for each division:

Science question selection will be based on NSTA standards. (nsta.org)

4th Grade Alpha and Beta Tournaments 24 total question units 3 Language Arts, 2 Literature, 2 History(focus on Oklahoma History), 3 Geography, 4 Science, 4 Mathematics, 3 Fine Arts/Humanities, 3 Current Events/Pop Culture

5th Grade Alpha and Beta Tournaments 24 total question units 3 Language Arts, 2 Literature, 2 History(focus on Oklahoma History), 3 Geography, 4 Science, 4 Mathematics, 3 Fine Arts/Humanities, 3 Current Events/Pop Culture

Upper Elementary - 24 total question units 3 Language Arts, 2 Literature, 2 History(focus on Oklahoma History), 3 Geography, 4 Science, 4 Mathematics, 3 Fine Arts/Humanities, 3 Current Events/Pop Culture

Mid Level 24 total question units 2 Language Arts, 3 Literature, 2 History, 3 Geography, 4 Science, 4 Mathematics, 3 Fine Arts/Humanities, 3 Current Events/Pop Culture

Froshmore - In each of the 4 subject area tournaments 10 will be from the main subject with 4 each from the other 3 categories, 2 current events/pop culture.

Questions per game -- 4th grade Academic Bowl, 5th grade Academic Bowl, Upper Elementary, Mid Level and Froshmore - have 24 question units per game. 8 question units per quarter.

Question preview at a host site – When the questions are received. The sealed packet of questions should be given to the head moderator for preview. Once previewed, the questions should be placed in a secured (locked) location until tournament time. Questions sent to a tournament site are NOT practice questions. The questions are to be used for tournament play only.

Question Unit-- A question unit consists of a toss-up question and the related bonus question.

VII. PROTEST

Protest – Over Question Content - A protest concerning question content must be lodged by the team coach at the end of a quarter. Once the new quarter begins, protests over questions in the previous quarter are inadmissible.

Protest -- Over Procedure - If there is a procedural error, the coach may indicate so by standing. The protest will be addressed by the moderator and/or chief judge immediately.

Toss-up Question Protest

What to protest - A coach may protest the answer given to a question if...

The response their team gave was a correct response but was ruled incorrect by the moderator.

or

If the response given by the opponent was an incorrect response but was ruled correct by the moderator.

When to protest - Question protests must occur at the end of each quarter. If a protest is not raised at the end of the quarter, all right to protest questions from the quarter that has just finished are relinquished upon the start of the next quarter or when the Moderator, after giving the final score and asking if there are questions, says "This ends the game." A protest over a question in the first quarter must be lodged at the end of the first quarter. A protest over a question in the second quarter must be lodged at the end of the second quarter. A protest over a question in the third quarter must be lodged at the end of the third quarter. A protest over a question in the fourth quarter must be lodged before the Moderator ends the game.

Ruling on the protest - The moderator will determine if the protest is valid.

If there is a chief judge, the moderator may confer with the judge. The chief judge will give the final ruling. The judge has the final word on the decision about the protest.

If there is not a chief judge, the moderator may, if necessary, leave the room to confer with officials from the other competition rooms. If there is not a judge, the moderator has the final word on the decision about the protest.

Outcome of the protest - -If a protest is upheld

Correct response ruled incorrect for a toss-up - If the team giving the correct answer, but ruled incorrect, was the first team to buzz in, a replacement question from the same subject area, if possible, will be read for that team only.

If the team giving the correct answer, but ruled incorrect, was the second team to buzz in, a replacement question from the same subject area, if possible, will be read for that team only. There will not be a rebound opportunity as the first team to buzz in missed the question initially.

Final Ruling - The ruling of the room official is final.

If... What if situations

- If the first team buzzing-in interrupts and gives an incorrect answer and the moderator gives the correct answer before allowing the second team a chance to answer, a replacement question will be read for the second team ONLY.
- If a technical issue or equipment malfunction creates a situation that impacts both teams, e.g. the system wasn't cleared and neither team can buzz-in or there is a malfunction of the buzzer before an answer is given by either team.

Determine the origin of the technical issue If it is determined that the buzzer system is malfunctioning - that system should be switched out for a different system before continuing.

Once the origin has been determined -

a.) Clear the system.

b.) The moderator will use a keyword to indicate permission to buzz in. The Moderator will tell the students. "I will re-read the toss-up question. At some point in the question you will hear the word "pumpernickel" You may buzz in when you hear me say pumpernickel. If you buzz in before, your answer will be ruled invalid."

c.)The moderator will begin re-reading the question and insert pumpernickel into the question at a spot of their choosing.

- If the malfunction is discovered after an answer has been accepted. The question will be tossed out and a replacement question will be read for both teams. e.g. a student buzzer quits working and a student was trying to buzz but could not buzz in because of the malfunction.

Bonus Question Protest

If the response the team gave was a correct response but was ruled incorrect by the moderator a protest may be lodged.

or

If the response given by the opponent was an incorrect response but was ruled correct by the moderator a protest may be lodged.

When to protest - Question protests must occur at the end of each quarter. If a protest is not raised at the end of the quarter, all right to protest questions from the quarter that has just finished are relinquished upon the start of the next quarter or when the Moderator, after giving the final score and asking if there are questions, says "This ends the game." A protest over a question in the first quarter must be lodged at the end of the first quarter. A protest over a question in the second quarter must be lodged at the end of the second quarter. A protest over a question in the third quarter must be lodged at the end of the third quarter. A protest over a question in the fourth quarter must be lodged before the Moderator ends the game.

Ruling on the protest - The moderator will determine if the protest is valid.

If there is a chief judge, the moderator may confer with the judge. The chief judge will give the final ruling. The judge has the final word on the decision about the protest.

If there is not a chief judge, the moderator may, if necessary, leave the room to confer with officials from the other competition rooms. If there is not a judge, the moderator has the final word on the decision about the protest.

Outcome of the protest - -If a protest is upheld

An incorrect response initially ruled correct but determined to be incorrect, the team answering the bonus will not receive the points.

If the team gave the correct answer, but was ruled incorrect points will be awarded

Final Ruling - The ruling of the room official is final.

VIII. TEAMS

Active Team Member– One of 4 team members sitting at the competition table while a game is being played.

Team – A team consists of four active members and substitutes. For awards purposes, 8 members will constitute a team. A team may have more than 8 members but will have to purchase additional awards for all members over 8. If necessary, a team may play with as few as 2 members.

Team Captain – The designated team member who will give the answer to a bonus question. A team captain may defer to another team member by saying 'defer' or otherwise indicating the answer will be given by someone other than the captain.

Team Member – A member of a team must be a student within the grade parameters enrolled at the school district for which they are competing. A younger student may play up to the next level. An older student may NOT play down.

Team Membership – Students are allowed to play on multiple level teams. eg. A 5th grade student may play on a 5th grade team, a UEL team and a ML team.

IX. TIME

Stalling - a sound or phrase used to gain extra time before giving the answer to the question. A drawn out "Um-m-m-m" "Uh-h-h" "The Answer is" "I think that is"

Simply saying 'um' or 'uh' before giving the answer is NOT considered stalling.

Time – On a toss-up question – Once the question has been finished, 5 seconds are allowed for the teams to buzz-in. If no one has buzzed-in after 5 seconds the correct answer is given and the next toss-up question is read. If the question is a computation question -- either math or science -- the teams are given 15 seconds to buzz-in. If no one has buzzed-in after 15 seconds, the correct answer is given and the next toss-up question is read. A non-computational math or science question will be given the regular time of 5 seconds.

Time - On a Bonus question – Once the question has been finished, the students are given 10 seconds to confer. When the 10 second conferring period is over, the moderator will call for the answer. If the question is a computation question -- either math or science -- the teams are given 15 seconds to confer. A non-computational math or science question will be given the regular time of 10 seconds. When the 15 second conferring period is over, the moderator will call for the answer.

X. OTHER

What to Take

1. Your buzzer system... Don't forget it!! Make sure it's in good working order. It is important to have enough Light Board/Buzzer Systems and an extra or two in case of a breakdown. If your system requires batteries, be sure you have extras.
2. Help for your host site... check with your host site to see if they need official help (timer, scorekeeper, moderator, judge...) Train your bus driver or son or daughter or parents to serve as officials.
3. Name tags to set in front of each student. These can be elaborate and permanent or simple tri-folded pieces of typing paper. Have your students name (first name is okay unless you have two Matilda's then use an initial for the last name) and your school name.

Mary

Bugtussle

Eligibility rosters are no longer a requirement 4. Eligibility roster - signed and dated by your principal for the week of competition. Give the eligibility roster to the host site tournament director.

XI. WEATHER

The OAAC Board of Directors say if ANY school scheduled to attend a tournament is in a travel advisory or warning or if weather/road condition is declining (not a watch) the tournament must be canceled and rescheduled.

Be weather wise. Have a plan in place.

If you are hosting a tournament, have a plan in case the weather turns bad. Have a list of participating schools travel agendas and a cell phone number for someone who will be with the team. Be sure they have your home and/or cell number and you have theirs. Even if your roads are clear, 30 miles away they may iced in.

If you are attending the tournament, Fax or email your travel agenda and your home and cell phone numbers to the host site.

If you are experiencing icy weather, call the host site EARLY in the day to let them know travel may be a problem.

Code of Ethics

Participants in activities sponsored by the Oklahoma Association for Academic Competition, Inc. shall abide by the following Code of Conduct:

The Academic Coach will:

1. treat his/her own players and opponents with respect.
2. exhibit and encourage a respect for fair competition.
3. exhibit the type of behavior he/she wishes his/her own players to emulate.
4. discipline team members exhibiting unsportsmanlike behavior.
5. abide by the judgment and interpretation of the rules by the official with the realization that errors can happen that are beyond the control of the officials and must be dealt with in an appropriate manner.
6. exercise self-control at all times.
7. remember he/she is a representative of his/her school and community.

The Player will:

1. treat teammates, opponents and officials with respect.
2. abide by the judgment and interpretation of the rules by the officials.
3. exercise self-control at all times.
4. will exhibit good sportsmanship at all times.

The Official will:

1. be familiar with competition rules and procedures.
2. conduct the competition in compliance with OAAC guidelines.
3. will exercise self-control at all times.
4. will treat participants and coaches with respect.
5. will exhibit and encourage a respect for fair competition.

If an Academic Coach fails to exhibit proper conduct they may receive:

1. expulsion from the competition.
2. a written warning and/or suspension for OAAC sponsored activities.
 - a. suspension will be in effect until the coach is reinstated by the OAAC Board of Directors.

If a player fails to exhibit proper conduct they may receive:

1. expulsion from the competition. If the expulsion comes during a game, a substitution may not be made until a normal substitution point.
2. The student's school district will be responsible for any disciplinary action taken against the student.

Spectators will:

1. treat teams, coaches, opponents and officials with respect.

2. abide by the judgment and interpretation of the rules by the officials.
3. exercise self-control at all times.
4. exhibit good sportsmanship at all times.

Spectators behaving in an unsportsmanlike manner will:

1. be asked to leave the competition room.
2. upon continued disruption of the tournament, be reported to school officials.

4th Grade Specifics

Team Makeup

The Fourth Grade Academic Bowl is for students in fourth grade or below. A younger student may play on a fourth grade team. Older students may not participate on the fourth grade team.

Tournaments

The Fourth Grade Academic Bowl will have two tournaments. The Alpha Tournament may be held after November 8. The Beta Tournament may be held after January 16. The coaches from participating schools will determine the date and location of the tournament.

Format

The tournament will be a round robin tournament with no more than five teams assigned to any one site.

The winner of the tournament will be the school with the best win/loss record. If the win/loss record is tied, the winner will be determined by total points.

Awards

Each school will receive access to a digital certificate for personalization and printing.

A champion and runner-up plaque will be awarded for each tournament.

Check List

To help you keep track of dates and what you need to do before going to the tournament. Items 5-8 are for your school specific needs, e.g.. transportation, notes to parents, etc. Be considerate to your host site, let them know you're planning to attend. ALWAYS call to cancel if problems arise.

Alpha Tournament : Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site _____ Host Phone _____

Called to confirm date on _____ Date Confirmed _____
Check List (4-8 for local use)

- | | |
|--|----------|
| _____ 1. Buzzer System | _____ 5. |
| _____ 2. Name tags or paper & markers | _____ 6. |
| _____ 3. Clorox wipes to sanitize hand sets before use | _____ 7. |
| _____ 4. Pencils & Blank Paper | _____ 8. |

Beta Tournament:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site _____ Host Phone _____

Called to confirm date on _____ Date Confirmed _____
Check List (5-8 for local use)

Called to confirm date on _____ Date Confirmed _____

Check List (4-8 for local use)

- | | |
|--|----------|
| _____ 1. Buzzer System | _____ 5. |
| _____ 2. Name tags or paper & markers | _____ 6. |
| _____ 3. Clorox wipes to sanitize hand sets before use | _____ 7. |
| _____ 4. Pencils & Blank Paper | _____ 8. |

NOTES:

5th Grade

Team Makeup

The Fifth Grade Academic Bowl is for students in fifth grade or below. A younger student may play on a fifth grade team. Older students may not participate on the fifth grade team.

Tournaments

The Fifth Grade Academic Bowl will have two tournaments. The alpha tournament may be held after November 8 The beta tournament may be held after January 16. The coaches from participating schools will determine the date and location of the tournament.

Format

The tournament will be a round robin tournament with no more than eight teams assigned to any one site.

The winner of the tournament will be the school with the best win/loss record. If the win/loss record is tied, the winner will be determined by total points.

Awards

Each school will receive access to a digital certificate for personalization and printing. A champion and runner-up plaque will be awarded for each tournament.

Check List

To help you keep track of dates and what you need to do before going to the tournament. Items 5-8 are for your school specific needs, e.g.. transportation, notes to parents, etc. Be considerate to your host site, let them know you're planning to attend. ALWAYS call to cancel if problems arise.

Alpha Tournament : Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site _____ Host Phone _____

Called to confirm date on _____ Date Confirmed _____

Check List

(5-8 for local use)

_____1. Buzzer System

_____5.

- | | | |
|---------|---|---------|
| _____2. | Name tags or paper & markers | _____6. |
| _____3. | Clorox wipes to sanitize hand sets before use | _____7. |
| _____4. | Pencils & Blank Paper | _____8. |

Beta Tournament:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site _____ Host Phone _____

Called to confirm date on _____ Date Confirmed _____

Check List

(5-8 for local use)

- | | | |
|---------|---|---------|
| _____1. | Buzzer System | _____5. |
| _____2. | Name tags or paper & markers | _____6. |
| _____3. | Clorox wipes to sanitize hand sets before use | _____7. |
| _____4. | Pencils & Blank Paper | _____8. |

UEL

Team Makeup

The Upper Elementary Academic Bowl Series is for students in the fifth and sixth grade. The team may be made up of students in the fifth grade or students in the sixth grade or of students from both grade levels. A student not yet in the fifth grade may play in the upper elementary series. A student in a grade beyond sixth grade may not participate in the elementary series.

Tournaments

The dates for the Elementary Academic Bowl series are:

District - December ; Regional - January; Firebird - January ; Area Championships- February-March; Phoenix - February - March.

Awards

A digital certificate - downloadable and with blanks for personalization - will be available for all teams. A district champion and runner-up plaque, regional champion and runner-up plaque. Area champion, runner-up, 3rd and 4th place team plaque and coaches achievement plaques will be awarded at each area site. Eight Individual champion, runner-up, 3rd and 4th place medals will be awarded for the area tournament.

Format

All tournaments will be round robin with no more than six teams assigned to any district site, no more than eight teams assigned to any regional site, no more than eight teams assigned to any

District A – Rank	Region One	Region One - Rank	Area Championship
1. Bugtussle	Bugtussle	1. Bugtussle	Bugtussle
2. Alfalfa	Alfalfa	2. Hoot Owl	Hoot Owl
3. Slapout	Slapout	3. Pearsonia	Pearsonia
4. Hopeton	Hoot Owl	4. Alfalfa	Yewed
5. McWilly	Pearsonia	5. Slapout	Wildman
6. Wolf	Briartown	6. Briartown	Whizbang
			Bunch
District B – Rank	Region Two	Region Two - Rank	Firebird Tournament
1. Hoot Owl	Hopeton	1. Hopeton	Alfalfa
2. Pearsonia	McWilly	2. Bunch	Texola
3. Briartown	Wolf	3. Little	Hopeton
4. Bunch	Bunch	4. Antioch	Bunch (Ended up placing 1st)
5. Little	Little	5. McWilly	Non
6. Antioch	Antioch	6. Wolf	Quinlan
District C – Rank	Region Three	Region Three - Rank	Phoenix I
1. Wildman	Wildman	1. Yewed	Slapout
2. Texola	Texola	2. Wildman	Briartown
3. Yewed	Yewed	3. Whizbang	Little
4. Scipio	Whizbang	4. Texola	Antioch
5. Quay	Smackover	5. Smackover	McWilly
6. Paw Paw	Wirt	6. Wirt	Wolf
District D – Rank	Region Four	Region Four - Rank	Phoenix II
1. Whizbang	Scipio	1. Non	Smackover
2. Smackover	Quay	2. Quinlan	Wirt
3. Wirt	Paw Paw	3. Scipio	Scipio
4. Quinlan	Quinlan	4. Richards Spur	Richards Spur
5. Richards Spur	Richards Spur	5. Quay	Quay
6. Non	Non	6. Paw Paw	Paw Paw

Firebird site and no more than seven teams assigned to any area site.

Area playoff brackets begin using the following format - they are adapted based on the number of teams in each area and with the geographic span in consideration.

IF your group had a full 24 team Area - the playoff flow would be as follows.

District A	w/l	points	District B	w/l	points
Bugtussle	5/0	1100	Little	1/4	910
Alfalfa	4/1	1230	Pearsonia	4/1	1230
Slapout	3/2	960	Hoot Owl	5/0	1100
Hopeton	2/3	920	Briartown	3/2	920
McWilly	1/4	910	Bunch	1/4	920
Wolf	0/5	780	Antioch	1/4	860
District C			District D		
Yewed	3/2	1040	Non	0/5	810
Wildman	5/0	1250	Whizbang	5/0	1250
Texola	4/1	970	Smackover	4/1	970
Scipio	2/3	920	Quinlan	2/3	920
Quay	1/4	910	Richards Spur	1/4	910

Paw Paw	0/5	810	Wirt	3/2	1040
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Region One = Top Three teams from District A v Top 3 Teams from District B
 The Top 3 teams advance to Area. The 4th place team advances to the Firebird tournament.
 The 6th place team advances to the Phoenix Tournament.

Region Two = The 4th, 5th and 6th place teams from District A v the 4th, 5th and 6th place teams from District B

Final Regional Ranking: 1st Hopeton, 2nd Bunch, 3rd Little, 4th Antioch, 5th McWilly, 6th Wolf
 The top two teams advance to the Firebird Tournament. All others advance to the Phoenix Tournament

Region Three = Top Three teams from District C v Top 3 teams from District D
 The Top 3 teams advance to Area. The 4th place team advances to the Firebird tournament.
 The 6th place team advances to the Phoenix Tournament.

Region Four = The 4th, 5th and 6th place teams from District C v the 4th, 5th and 6th place teams from District D
 The top two teams advance to the Firebird Tournament. All others advance to the Phoenix Tournament

Firebird Tournament = Top 2 teams from Region 2 and the top 2 teams from Region 4 the 4th place team from Region 1 and the 4th place team from Region 3.
 The winning team would Advance to Area.

Phoenix One - Teams Placing 5th and 6th at Region One and teams placing 3rd, 4th, 5th and 6th at Region Two
 Phoenix Two - Teams Placing 5th and 6th at Region Three and teams placing 3rd, 4th, 5th and 6th at Region Four

Area = Top 3 teams from Region One and top 3 teams from Region Three & the Firebird Champion.

Phoenix Tournament

“To rise phoenix like from the ashes” is to overcome a seemingly insurmountable setback and rise again.

The purpose of the Phoenix Tournament is to allow the teams not advancing to the Firebird or Area an additional tournament. The Phoenix Tournament will give each team the opportunity to participate in three tournaments.

1. Teams not advancing to Area will have the opportunity to play in the Phoenix.
2. A team may choose not to participate in the Phoenix Tournament.
3. The Phoenix Tournament will be a round robin tournament.
4. Previous tournament record and points will not be used to determine the winner of the Phoenix Tournament

Neutral Sites

Sometimes it is necessary to have a tournament at a neutral site. Neutral sites are chosen because they may be utilized during the school day.

There are two types of neutral sites:

- 1.) Sponsored neutral. A third party would offer to host the tournament. By hosting the tournament they would provide both the space and the officials for the tournament. Some high school academic bowl teams act as a neutral site as a fund raising venture.
- 2.) Space only Neutral. Usually held at local technology centers, colleges, universities, church classroom buildings, or meeting halls. The participating teams each provide an official for the tournament. The tournament preparation jobs are divided by the participants - question proofing, official assignment, bracket up-keep, awards, etc. Each team is involved in room preparation.

Weather

As we have witnessed in the last couple of years, the weather doesn't want us to forget who's really in control! If you are hosting a tournament, have a plan in case the weather turns bad. Have a list of participating schools travel agendas and phone numbers at home. Be sure they have your home number and you have theirs. Even if your roads are clear, 30 miles away they may iced in. If you are attending the tournament. Fax your travel agenda and your home and cell phone numbers to the host site. If you are experiencing icy weather, call the host site EARLY in the day to let them know travel may be a problem. The OAAC Board of Directors says if ANY school attending a tournament is in a travel advisory or warning (not a watch) the tournament must be canceled and rescheduled. The region and area will cover a large portion of the state. Be weather wise. Have a plan in place.

Check List

The checklist was included to help you keep track of dates and what you need to do before going to the tournament. Items 5-8 are for your school specific needs, e.g.. transportation, notes to parents, etc. Be considerate to your host site, let them know you're planning to attend.

It is essential for you to notify both the OAAC office and your host site as far in advance as possible if you are not going to attend a tournament.

Check List

DISTRICT:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site _____ Host Phone _____

Called to confirm date on _____ Date Confirmed _____

Check List (5-8 for local use)

- | | |
|--|----------|
| _____ 1. Buzzer System | _____ 5. |
| _____ 2. Name tags or paper & markers | _____ 6. |
| _____ 3. Clorox wipes to sanitize hand sets before use | _____ 7. |
| _____ 4. Pencils & Blank Paper | _____ 8. |

REGIONAL:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site _____ Host Phone _____

Called to confirm date on _____ Date Confirmed _____

Check List (4-8 for local use)

- | | |
|--|----------|
| _____ 1. Buzzer System | _____ 5. |
| _____ 2. Name tags or paper & markers | _____ 6. |
| _____ 3. Clorox wipes to sanitize hand sets before use | _____ 7. |
| _____ 4. Pencils & Blank Paper | _____ 8. |

FIREBIRD:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site _____ Host Phone _____

Called to confirm date on _____ Date Confirmed _____

Check List (4-8 for your local requirements)

- | | |
|--|----------|
| _____ 1. Buzzer System | _____ 5. |
| _____ 2. Name tags or paper & markers | _____ 6. |
| _____ 3. Clorox wipes to sanitize hand sets before use | _____ 7. |
| _____ 4. Pencils & Blank Paper | _____ 8. |

AREA &/or PHOENIX:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site _____ Host Phone _____

Called to confirm date on _____ Date Confirmed _____

Check List (4-8 for your local requirements)

- | | |
|--|----------|
| _____ 1. Buzzer System | _____ 5. |
| _____ 2. Name tags or paper & markers | _____ 6. |
| _____ 3. Clorox wipes to sanitize hand sets before use | _____ 7. |
| _____ 4. Pencils & Blank Paper | _____ 8. |

Mid Level Academic Bowl

Team Makeup

The Mid Level Academic Bowl Series is for students in the seventh and eighth grade. The team may be made up of students in the seventh grade or students in the eighth grade or of students from both grade levels. A student not yet in the seventh grade may play in the Mid Level series. A student in a grade beyond eighth grade may not participate in the Mid Level series.

Tournaments

The dates for the Mid Level Academic Bowl series are: District - November - December -- Regional - December -- Firebird - January -- Area - Late January - Feb (2nd Sat) -- Phoenix - Mid February - March Mid Level Challenge of the Champions - Last Sat. of Feb -

2024-25 - DII 11:30 -- DIII 12:00 -- DI 12:30

2025-26 - DI 11:30 -- DII 12:00 -- DIII 12:30

2026-2027 DIII 11:30 -- DI 12:00 -- DII 12:30

Awards

A digital certificate - downloadable and with blanks for personalization - will be available for all teams. A district champion and runner-up plaque, regional champion and runner-up plaque. Area champion, runner-up, 3rd and 4th place team plaque and coaches achievement plaques

will be awarded at each area site. Eight Individual champion, runner-up medals will be awarded for the area tournament.

Format

All tournaments will be round robin with no more than six teams assigned to any district site, no more than eight teams assigned to any regional site, no more than eight teams assigned to any Firebird site and no more than seven teams assigned to any area site. The top 2 teams from each area will advance to the Challenge of the Champions.

Area playoff brackets begin using the following format - they are adapted based on the number of teams in each area and with the geographic span in consideration.

IF your group had a full 24 team Area - the playoff flow would be as follows.

District A – Rank	Region One	Region One - Rank	Area Championship
1. Bugtussle	Bugtussle	1. Bugtussle	Bugtussle
2. Alfalfa	Alfalfa	2. Hoot Owl	Hoot Owl
3. Slapout	Slapout	3. Pearsonia	Pearsonia
4. Hopeton	Hoot Owl	4. Alfalfa	Yewed
5. McWilly	Pearsonia	5. Slapout	Wildman
6. Wolf	Briartown	6. Briartown	Whizbang
			Bunch
District B – Rank	Region Two	Region Two - Rank	Firebird Tournament
1. Hoot Owl	Hopeton	1. Hopeton	Alfalfa
2. Pearsonia	McWilly	2. Bunch	Texola
3. Briartown	Wolf	3. Little	Hopeton
4. Bunch	Bunch	4. Antioch	Bunch (Ended up placing 1st)
5. Little	Little	5. McWilly	Non
6. Antioch	Antioch	6. Wolf	Quinlan
District C – Rank	Region Three	Region Three - Rank	Phoenix I
1. Wildman	Wildman	1. Yewed	Slapout
2. Texola	Texola	2. Wildman	Briartown
3. Yewed	Yewed	3. Whizbang	Little
4. Scipio	Whizbang	4. Texola	Antioch
5. Quay	Smackover	5. Smackover	McWilly
6. Paw Paw	Wirt	6. Wirt	Wolf
District D – Rank	Region Four	Region Four - Rank	Phoenix II
1. Whizbang	Scipio	1. Non	Smackover
2. Smackover	Quay	2. Quinlan	Wirt
3. Wirt	Paw Paw	3. Scipio	Scipio
4. Quinlan	Quinlan	4. Richards Spur	Richards Spur
5. Richards Spur	Richards Spur	5. Quay	Quay
6. Non	Non	6. Paw Paw	Paw Paw

District A	w/l	points	District B	w/l	points
Bugtussle	5/0	1100	Little	1/4	910
Alfalfa	4/1	1230	Pearsonia	4/1	1230

Slapout	3/2	960	Hoot Owl	5/0	1100
Hopeton	2/3	920	Briartown	3/2	920
McWilly	1/4	910	Bunch	1/4	920
Wolf	0/5	780	Antioch	1/4	860

District C

Yewed	3/2	1040
Wildman	5/0	1250
Texola	4/1	970
Scipio	2/3	920
Quay	1/4	910
Paw Paw	0/5	810

District D

Non	0/5	810
Whizbang	5/0	1250
Smackover	4/1	970
Quinlan	2/3	920
Richards Spur	1/4	910
Wirt	3/2	1040

Region One = Top Three teams from District A v Top 3 Teams from District B

The Top 3 teams advance to Area. The 4th place team advances to the Firebird tournament.

The 6th place team advances to the Phoenix Tournament.

Region Two = The 4th, 5th and 6th place teams from District A v the 4th, 5th and 6th place teams from District B

Final Regional Ranking: 1st Hopeton, 2nd Bunch, 3rd Little, 4th Antioch, 5th McWilly, 6th Wolf

The top two teams advance to the Firebird Tournament. All others advance to the Phoenix Tournament

Region Three = Top Three teams from District C v Top 3 teams from District D

The Top 3 teams advance to Area. The 4th place team advances to the Firebird tournament.

The 6th place team advances to the Phoenix Tournament.

Region Four = The 4th, 5th and 6th place teams from District C v the 4th, 5th and 6th place teams from District D

The top two teams advance to the Firebird Tournament. All others advance to the Phoenix Tournament

Firebird Tournament = Top 2 teams from Region 2 and the top 2 teams from Region 4 the 4th place team from Region 1 and the 4th place team from Region 3.

The winning team would Advance to Area.

Phoenix One - Teams Placing 5th and 6th at Region One and teams placing 3rd, 4th, 5th and 6th at Region Two

Phoenix Two - Teams Placing 5th and 6th at Region Three and teams placing 3rd, 4th, 5th and 6th at Region Four

Area = Top 3 teams from Region One and top 3 teams from Region Three & the Firebird Champion.

Challenge of the Champions - the top 2 teams from each area advance to the Challenge of the Champions.

Firebird Tournament = Top 2 teams from Region 2 and the top 2 teams from Region 4 the 4th place team from Region 1 and the 4th place team from Region 3.

Hopeton, Bunch, Alfalfa, Non, Quinlan and Texola would play in the Firebird Tournament. The winning team would Advance to Area.

Phoenix One - Teams Placing 5th and 6th at Region One and teams placing 3rd, 4th, 5th and 6th at Region Two

Phoenix Two - Teams Placing 5th and 6th at Region Three and teams placing 3rd, 4th, 5th and 6th at Region Four

Area = Top 3 teams from Region One and top 3 teams from Region Three & the Firebird Champion.

Challenge of the Champions = Top 2 teams from each Area will advance to the Challenge of the Champions

Challenge of the Champions

1. The top two teams from each area will advance from the Area tournament.
2. There will be a round robin tournament for each division. Previous win/loss record and points will not be used to determine the winner of the Challenge of the Champions.
3. The winner is the team with the best win/loss record from the area tournament only. If two teams have the same win/loss record, the team with the highest total points will be the winner.
4. If the win/loss record and the highest total points are identical, the two teams will compete in a best three out of five question tie breaker. The first team to respond correctly to three questions is the winner. Count will be made for correctly answered questions not questions asked.

Phoenix Tournament

"To rise phoenix like from the ashes" is to overcome a seemingly insurmountable setback and rise again.

The purpose of the Phoenix Tournament is to allow the teams not advancing to Area an additional tournament. The Phoenix Tournament will give each team the opportunity to participate in three tournaments.

1. Teams not advancing to Area will have the opportunity to play in the Phoenix.
2. A team may choose not to participate in the Phoenix Tournament.
3. The Phoenix Tournament will be a round robin tournament.

4. Previous tournament record and points will not be used to determine the winner of the Phoenix Tournament

Neutral Sites

Sometimes it is necessary to have a tournament at a neutral site. Neutral sites are chosen because they may be utilized during the school day.

There are two types of neutral sites:

1.) Sponsored neutral. A third party would offer to host the tournament. By hosting the tournament they would provide both the space and the officials for the tournament. Some high school academic bowl teams act as a neutral site as a fund raising venture.

2.) Space only Neutral. Usually held at local technology centers, colleges, universities, church classroom buildings, or meeting halls. The participating teams each provide an official for the tournament. The tournament preparation jobs are divided by the participants - question proofing, official assignment, bracket up-keep, awards, etc. Each team is involved in room preparation.

Weather

As we have witnessed in the last couple of years, the weather doesn't want us to forget who's really in control! If you are hosting a tournament, have a plan in case the weather turns bad. Have a list of participating schools travel agendas and phone numbers at home. Be sure they have your home number and you have theirs. Even if your roads are clear, 30 miles away they may iced in. If you are attending the tournament. Fax your travel agenda and your home and cell phone numbers to the host site. If you are experiencing icy weather, call the host site EARLY in the day to let them know travel may be a problem. The OAAC Board of Directors says if ANY school attending a tournament is in a travel advisory or warning (not a watch) the tournament must be canceled and rescheduled. The region and area will cover a large portion of the state. Be weather wise. Have a plan in place.

Check List

The checklist was included to help you keep track of dates and what you need to do before going to the tournament. Items 5-8 are for your school specific needs, e.g.. transportation, notes to parents, etc. Be considerate to your host site, let them know you're planning to attend.

It is essential for you to notify both the OAAC office and your host site as far in advance as possible if you are not going to attend a tournament.

Check List

DISTRICT:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site _____ Host Phone _____

Called to confirm date on _____ Date Confirmed _____

Check List (5-8 for your local requirements)

- | | |
|--|----------|
| _____ 1. Buzzer System | _____ 5. |
| _____ 2. Name tags or paper & markers | _____ 6. |
| _____ 3. Clorox wipes to sanitize hand sets before use | _____ 7. |
| _____ 4. Pencils & Blank Paper | _____ 8. |

REGIONAL:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site _____ Host Phone _____

Called to confirm date on _____ Date Confirmed _____

Check List (5-8 for your local requirements)

- | | |
|--|----------|
| _____ 1. Buzzer System | _____ 5. |
| _____ 2. Name tags or paper & markers | _____ 6. |
| _____ 3. Clorox wipes to sanitize hand sets before use | _____ 7. |
| _____ 4. Pencils & Blank Paper | _____ 8. |

FIREBIRD:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site _____ Host Phone _____

Called to confirm date on _____ Date Confirmed _____

Check List (5-8 for your local requirements)

- | | |
|--|----------|
| _____ 1. Buzzer System | _____ 5. |
| _____ 2. Name tags or paper & markers | _____ 6. |
| _____ 3. Clorox wipes to sanitize hand sets before use | _____ 7. |
| _____ 4. Pencils & Blank Paper | _____ 8. |

AREA &/or PHOENIX:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site _____ Host Phone _____

Called to confirm date on _____ Date Confirmed _____

Check List (5-8 for your local requirements)

- | | |
|--|----------|
| _____ 1. Buzzer System | _____ 5. |
| _____ 2. Name tags or paper & markers | _____ 6. |
| _____ 3. Clorox wipes to sanitize hand sets before use | _____ 7. |
| _____ 4. Pencils & Blank Paper | _____ 8. |

CHALLENGE OF THE CHAMPIONS

Check List (5-8 for your local requirements)

- | | |
|--|----------|
| _____ 1. Buzzer System | _____ 5. |
| _____ 2. Name tags or paper & markers | _____ 6. |
| _____ 3. Clorox wipes to sanitize hand sets before use | _____ 7. |
| _____ 4. | _____ 8. |

Froshmore

Team Makeup

The Froshmore Academic Bowl is for students in the ninth & tenth grade. A student not yet in the ninth grade may play in the Froshmore Bowl. A student in a grade beyond tenth grade may not participate in the Froshmore Bowl.

Tournaments

The first tournament,

Mathematics, beginning no earlier than November 1;

Social Studies no earlier than November 1,

Science no earlier than January 4 and

Humanities no earlier than January 4.

Each school that wins one of the four subject area tournaments will be invited to attend a Froshmore Championship tournament to be held on March 2, 2024. If one team in the group wins all 4 tournaments, the team with the most 2nd place finishes will also qualify to attend.

Awards

Each school will access a digital certificate that is downloadable and customizable. A champion plaque will be awarded for each tournament.

Champion and Runner-up plaques and individual awards for each division will be given at the Froshmore Championship.

Format

Each tournament will be a round robin tournament with no more than eight teams assigned to any one site. Each tournament will be heavy in the title subject area. In each of the 4 subject area tournaments 16 will be from the main subject with 4 each from the other 3 categories, 2 current events and 2 pop culture. The questions for the Froshmore Championship will be balanced in the four main subject areas.

Weather

As we have witnessed in the last couple of years, the weather doesn't want us to forget who's really in control! If you are hosting a tournament, have a plan in case the weather turns bad. Have a list of participating schools travel agendas and phone numbers at home. Be sure they have your home number and you have theirs. Even if your roads are clear, 30 miles away they may iced in. If you are attending the tournament. Fax your travel agenda and your home and cell phone numbers to the host site. If you are experiencing icy weather, call the host site EARLY in the day to let them know travel may be a problem. The OAAC Board of Directors says if ANY school attending a tournament is in a travel advisory or warning (not a watch) the tournament must be canceled and rescheduled. The region and area will cover a large portion of the state. Be weather wise. Have a plan in place.

Check List

The checklist was included to help you keep track of dates and what you need to do before going to the tournament. Items 5-8 are for your school specific needs, e.g.. transportation, notes to parents, etc. Be considerate to your host site, let them know you're planning to attend. ALWAYS call to cancel if problems arise.

Mathematics:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site _____ Host Phone _____

Called to confirm date on _____ Date Confirmed _____

Check List

(5-8 for your local requirements)

- | | |
|--|----------|
| _____ 1. Buzzer System | _____ 5. |
| _____ 2. Name tags or paper & markers | _____ 6. |
| _____ 3. Clorox wipes to sanitize hand sets before use | _____ 7. |
| _____ 4. Pencils & Blank Paper | _____ 8. |

Social Studies:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site _____ Host Phone _____

Called to confirm date on _____ Date Confirmed _____

Check List

(5-8 for your local requirements)

- | | |
|--|----------|
| _____ 1. Buzzer System | _____ 5. |
| _____ 2. Name tags or paper & markers | _____ 6. |
| _____ 3. Clorox wipes to sanitize hand sets before use | _____ 7. |
| _____ 4. Pencils & Blank Paper | _____ 8. |

Science:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site _____ Host Phone _____

Called to confirm date on _____ Date Confirmed _____

Check List

(5-8 for your local requirements)

- | | |
|--|----------|
| _____ 1. Buzzer System | _____ 5. |
| _____ 2. Name tags or paper & markers | _____ 6. |
| _____ 3. Clorox wipes to sanitize hand sets before use | _____ 7. |
| _____ 4. Pencils & Blank Paper | _____ 8. |

Humanities & Fine Arts:

Two weeks prior to your tournament date - call and confirm date & time with your host site. If you cannot attend the tournament, contact the host site to cancel.

Host Site _____ Host Phone _____

Called to confirm date on _____ Date Confirmed _____

Check List

(5-8 for your local requirements)

- | | |
|--|----------|
| _____ 1. Buzzer System | _____ 5. |
| _____ 2. Name tags or paper & markers | _____ 6. |
| _____ 3. Clorox wipes to sanitize hand sets before use | _____ 7. |
| _____ 4. Pencils & Blank Paper | _____ 8. |

Host Sites

Host sites will be needed for all levels of competition.

1. To host a competition you need a maximum of
 - a. Districts, Alpha, Beta and Froshmore subject tournaments -up to three competition rooms
 - b. Regional - three competition rooms
 - c. Area - three competition rooms
 - d. Phoenix - will vary according to participants
2. Access to lock out systems for each room. The participating schools should always take their lock out system. Lockout systems with visible clocks will be allowed.
3. A moderator and chief judge for each room. You may use trained high school students, parents, teachers, administrators or community volunteers.
4. It is strongly recommended that an adult be present in each of the competition rooms.
5. A timer and scorekeeper for each room. You may use high school or junior high students, parents, teachers, administrators or community volunteers. You may also ask participating schools to bring a timer/scorekeeper with them.
6. A timing device for each room. Something that counts down from ten or fifteen seconds and emits a sound (beep, buzz, ring) at the end of the set time.

Host sites may:

1. Charge admission. No more than \$2.00 for adults and \$1.00 for students. (NOTE: If your site chooses to charge admission please notify attending schools)

2. Have a concession stand for refreshments, t-shirts, etc. All proceeds from admission and concessions belong solely to the host site.

Host sites will receive from the OAAC office:

1. A list of schools assigned to your site and a checklist.
2. "The Box" which will include:
All questions (sealed and in a separate envelope marked QUESTIONS),
tournament bracket/reporting form
score sheets
certificates and plaques
a set of rules for each competition room
a stipend check
3. All event hosts will receive a check for \$10 per team attending.

OPEN AND INSPECT ALL PACKAGES!!

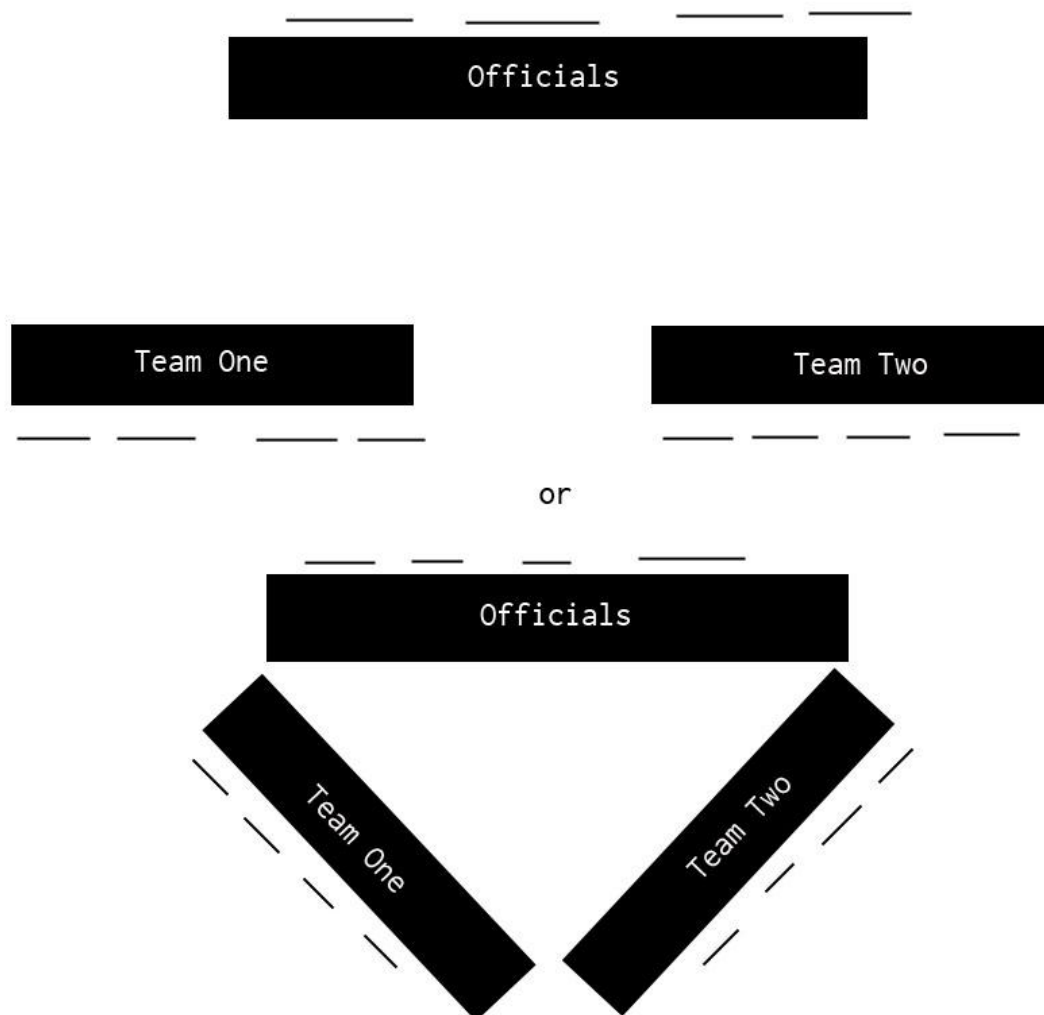
CASH OR DEPOSIT THE STIPEND CHECK. It will be void after 60 days.

Upon receipt, give the tournament questions to your head moderator for preview and correction.

Remind the moderators and judges to keep all copies of the questions secure.

Each Competition room should have:

_____ 1. Three tables or sets of chairs arranged in line or in a triangle. (Officials face the audience)



_____ 2. 12 Pencils.

_____ 3. 8 sheets of scratch paper for each round.

_____ 4. A roll of masking tape to tape student signs to table

_____ 5. A score sheet for each round of competition & extras for each coach (total - 3 per round)

_____ 6. An electronic timer or stopwatch.

(kitchen timers work great -- be sure they time seconds and minutes)

In addition... check your outlet situation, do you need an extension cord?

Does your moderator need a podium?

Can the students from team one or two see the moderator or chief judges questions?

Two weeks before the competition:

1. Mail, fax or e-mail to each participating school
a schedule for the day.
a map of how to get to your school.
information about availability of concessions, place to eat, admission charges (if any),
what kind of help you need (officials, timers, lightboards, etc.), any other
information you think they need.
Request that all participating schools confirm receipt of your information and their plan to attend the tournament.
Include your home or cell phone number & request their home or cell number and travel itinerary for emergency purposes. Have a plan in mind for bad weather.
2. Be sure the schools have a way to contact you on competition day, either a cell number that you will have with you at all times or an office number where someone will be available to answer the phone until ALL schools have arrived.
3. Send a press release to your local paper. Include a picture of your team. Sample release on page 30.
4. Schedule a proof reading session to go over the questions with your moderators and judges.

One week before the competition:

1. If you have not heard from a school scheduled to participate in the tournament you are hosting by one week prior to the tournament date - contact that school to determine their intent to participate.

Tournament day:

have prepared for each school

1. A schedule for the day. If the schedule has been revised --- note revisions.
2. A map of your school (if your rooms are spread out over a large area)

The Box

If you are hosting a tournament for the OAAC you will receive a competition box. Open The Box immediately and check the contents. The Box will include:

An envelope labeled packing list. It will have a list of the materials packed in the box and an explanation if anything is missing. It will also include a stipend check. Please cash within 60 days.

Competition brackets. Fill in one bracket & return to the OAAC office upon the completion of your tournament. A sample bracket is on page 35 & 36.

Score Records, one per round per room.

Certificates. We provide digital access to personalizable certificates.

Questions: Two copies of each round for each competition room. The questions should be given to your head moderator or judge for preview & correction as soon as the box is received. Corrections should be made to all copies of the questions to ensure each room has the same information. There are tie breaker questions at the end of each set as well as an extra/replacement question sheet.

DO NOT wait until the day of your tournament to have the questions
Previewed by an official. Check for missing pages.

After the questions have been previewed and corrected they should be divided into room sets. Each room has two sets of questions, one for the moderator and one for the chief judge. A set of questions includes the question copy, the team question copy, and all tiebreaker questions. At the conclusion of the tournament the question sets may be given to the attending teams. There will be two teams in the last competition room, one may receive the moderator set, one may receive the judges set.

Rules & Officials Instructions, one per room.

Awards: In addition to the certificates, you will receive Champion Plaque, the champion stickers will be inside the box with the plaque. Runner-Up Plaque, the runner-up stickers will be inside the box with the plaque.

Other awards as the tournament requires.

Post Tournament

Fill in and send a copy of your tournament bracket to the OAAC office. If you are faxing the bracket, you do not need a cover sheet. DO NOT send the score records from each room. A copy of the completed bracket, the score records and the eligibility forms should all be placed in a file and held until the next level of competition is completed.

Tournament Cancellation

Stay Weather Aware

If ANY school district assigned to your tournament site is under a travelers warning or advisory, the tournament must be postponed. The tournament director should consult with school

administration, The Oklahoma Highway Patrol and local authorities to determine the safety of the roads if other situations are in question. Error on the side of caution.

Even if only ONE of the schools assigned to your tournament is affected, you must cancel and reschedule.

The ONLY exception would be IF that school contacts you and wishes to continue regardless of the weather.

Officials

A successful academic bowl requires trained officials. Ideally, each competition room should have a moderator, a chief judge, a timer and a scorekeeper. At minimum, each competition room should have a moderator/judge and a timer/scorekeeper. A trained high school student can serve as an official but should have an adult in the room with them if at all possible. Trained junior high students may serve as timer or scorekeeper. The following guidelines and suggestions will be helpful in training academic bowl officials:

1. Officials should have a copy of the bowl rules.
2. Your team practice session is a good method of practice for officials.
3. All officials should take the open book exam to become familiar with the rules and format of the academic bowl.
4. Ask only dependable individuals to be officials. Always have a few extra on standby.

5. Hold a mock bowl for officials training. Use training officials for both team members and officials.
6. Officials can be, parents, teachers, older students (student council, high school bowl teams, etc.), administrators, community leaders (check with civic groups, Rotary, Lions, Chamber of Commerce, Kiwanis, church groups, extension homemakers, retired teachers), run a story in your local paper, sometimes help comes from unexpected places.

DO NOT MAKE EYE CONTACT WITH THE STUDENT BEFORE CALLING THE STUDENTS SCHOOL AND NAME. EYE CONTACT COULD BE SEEN AS RECOGNITION AND CAUSE THE STUDENT TO ANSWER BEFORE HE/SHE HAS BEEN RECOGNIZED.

There should be at least one knowledgeable adult in each competition room. When choosing officials, emphasis should be placed on fairness and dependability. If at all possible, allow groups of officials time to practice as a team.

An official's most important job is preparation. The official should be familiar with the rules of the game before a round begins. Practice whenever given the opportunity. The process of academic bowl should be challenging and fun for students, coaches, parents and officials. The official's job is to be the facilitator for academic competition. Courteous and professional behavior is expected at all times. The students are guests. However, that does not mean unsportsmanlike conduct should be taken in stride. Students, coaches and parents must know that proper behavior is expected of them during academic competition. A stern warning will normally cause the behavior to stop. If the behavior continues, the offender must leave the room. If the person refuses to leave, ask the tournament manager for help. All participants are expected to operate under the OAAC Code of Conduct. A written report concerning the violation of the conduct code must be submitted to the tournament director.

Suggestions and problems should be sent to, OAAC, Inc. Attn: Erika Christner, contact erika@oaac.org

Official Certification

Academic Coach, initial each stage of certification.

1. The official will read the competition rules and bowl officials guidelines. 5 points _____
2. The official will complete, with 80% accuracy, the officials test. 5 points _____
3. The official will participate in a practice session with an academic team. 10 points _____
4. The academic coach will submit the official's name for certification.

Upon completion of the first four steps, the official will receive a certificate of training and an official's card.

Additional points may be earned for additional recognition.

- | | |
|--|--------------|
| 1. Participating in practice sessions with the academic team session _____
(may accumulate up to 20 points through practice sessions) | 5 points per |
| 2. Participating in proofreading sessions prior to actual competition. points _____ | 10 |
| 3. Officiating a district academic bowl. _____ | 20 points |
| 4. Officiating a regional academic bowl. _____ | 20 points |
| 5. Officiating an area academic bowl. _____ | 20 points |

Upon accumulating 100 points. The official will receive an achievement pin.

Additional recognition for each 100 points.

20 points per 100 may be accumulated through practice sessions.

Officials Test

1. Which official is the chief official of the game? _____
2. How many players are on a team? _____
3. What does it mean when a coach stands during the competition? _____
4. When may substitutes enter the game? _____
5. Once a toss-up question has been read, how much time is allowed for a team to buzz-in and be recognized? _____
6. ..On a math or science computation? _____
7. Is there a limit to the number of students on a team roster? _____
8. Who has the advantage if time and a student buzzing in "tie"? _____
9. When may a coach lodge a protest concerning the correctness of an answer? _____

10. What occurs when a student answers before being recognized? First time? _____ Second? _____
11. What amount of time is given to confer on a bonus question? _____
12. May students confer before answering a toss up question? _____
13. What is the pumpernickel rule? _____
14. What is the procedure when the score is tied at the end of a regulation game?

15. When can a coach protest the correctness of a question?

16. If after the first team responds incorrectly the moderator inadvertently gives an answer to a question without allowing the opposing team an opportunity to answer. What is done to correct the situation? _____
17. Can a scorekeeper be an active player in a round? _____
19. How long should a moderator wait before calling a stall? _____
20. If, after a protest, the chief judge determines an answer first credited as being correct is actually incorrect and a substitute question is given, who is allowed to answer?

Sulphur Solution

A method of team selection developed for Sulphur Elementary School to aid in team selection for a round robin tournament. The process may be adjusted to fit your situation.

1. The selection process for each classroom will have 60 questions and a buzzer system.
2. The questions will be short answer questions. True/false or multiple choice questions should not be used.

THE PROCEDURE

3. The selection procedure will be set up like a two person "Jeopardy" / spelling bee competition.
4. With a student at each light - the teacher will read a question.
5. The first student to buzz-in, be recognized and give the correct answer will stay as the defending champion. The other student will go to the end of the line and wait for their next turn.

e.g.:

Mary and Joseph are at the buzzers.

The teacher reads the first question:

Teacher: This is a math question - Patrick went to the store to buy shamrocks. He had twenty-five cents. The shamrocks were three cents each. What is the largest number of shamrocks could Patrick buy for twenty-five cents? (note: the question could have read "How many.." but a correct answer could have been from one to eight.. how many does not specify the entire quarter was to be spent on shamrocks... Patrick could have taken the change and bought candy!!)

Joseph buzzes-in "BUZZ"

Teacher: Joseph.

Joseph: seven

Teacher: I'm sorry that's incorrect.

Mary buzzes in "BUZZ"

Teacher: Mary.

Mary: eight

Teacher: That's correct.

Mary stays at the buzzer and the next challenger comes up. Joseph goes to the end of the line and will get several more chances at answering a question.

6. Mary stays at the buzzer until someone beats her to the answer OR until she answers five questions correctly.
7. After five correctly answered questions - Mary would be retired to the Champions Row and a new student would take her place.
8. If a student does not wait to be recognized before answering:
 - a. The first time it happens - Second, Third and Fourth Grade - tell the entire class — This is your warning you must wait until I call your name before you give me your answer. If you do not wait, even if you give me the right answer, it will be counted as wrong.
 - b. Kindergarten and First grade... Before each question for the first time through - tell each set of students they must wait until you call their name to give you the answer..After the first time through (all students have been at the buzzer) go back to "a" and give the warning.

c. After the warning is given.. If a student does not wait to be recognized, the teacher will say "You did not wait until I called your name before you gave me your answer. Your response will be counted wrong." Do not indicate if the answer was right or wrong - only the method of answering.. they could have given you the right answer, if you say "Yes, that's right but you didn't wait to be recognized -- then the other student will know what to answer even if they didn't know before."

note - I realize this sounds picky - but if the kids are going to continue to play quiz bowl - the waiting to be recognized is a standard for every competition I have been involved in. If they learn to wait at this level - they will be better players later on.

Scoring:

9. If a student answers a question correctly, place a + next to his/her name. If the student answers incorrectly, place a x next to his/her name. If the student does not attempt an answer, place a - next to his/her name. If the student attempts to buzz in but is "beat" to the buzzer, place a "b" next to his/her name.

10. After each student has been at the buzzer five times, exclude the students on Champions Row and rank the remaining students with the students answering the most correctly at the top.

Nicole + + + x+

Luke + x+ + +

Lon + + b - +

Mary x+ + b -

Joseph - + + - +

Bev xx+ + x

Gail - - + x -

Ethyl - - - - +

Chris - - - - -

Fred - - - - -

11. The Champions Row students will either automatically make the team or automatically make the "play-offs" if you have only one or two on C.R. then they would probably be automatically on the team — if you have more than two, place them in the play-off questions

12. Put the top four or five students back into competition with one another using the remaining questions. Ethyl, Chris and Fred are probably not going to answer many questions in competition... Gail is not going to be too hot and Bev may get more wrong than she gets right but at least you know she'll attempt an answer. Your best shot will be with Nicole, Luke, Lon, Mary and Joseph...

13. Including the students on Champions row and counting the "play-off" questions, take your top six for the team from your room.

This method of team selection will allow more students to become actively involved with the "bowl" process. The Sulphur Solution would also be a good tool for test review.

Online Tournaments

There are five separate subject area competitions. Multiple choice questions are given. Using a smartboard or projector, the team views the questions and determines the answer. One student will serve as the keyboardist to enter "A", "B", "C", or "D". The program will score a correct answer. Unless otherwise noted in the instructions no outside references, assistance or calculators will be allowed. At the conclusion of the tournament the questions will be displayed with both your answer and the answer scored as correct. The program will give you your score and post your score in the grade book.

1. Team make-up may change for each tournament.
2. No limit on team size.
3. Students compete at their home site.
4. Teachers/Coaches are not to assist students in determining the answer to a question.

5. Students work as a team to answer the multiple choice, true/false and matching questions.
6. Each tournament is timed. The amount of time will be stated on the opening screen of each test.
7. There are practice tests. They are labeled practice tests. The test you will be taking for a score does NOT say practice test.
8. A team may take a tournament quiz for a score after the results have been finalized. The late score will not change the results of the posted tournament. The late score will be added to the team totals for sweepstakes consideration.
9. Once the tournament results are posted teams will have 3 school days to check the posting. After 3 days have elapsed the results become official. The 3 school days are the grace period for turning in late scores.
10. All ties for champion or runner-up placing will be broken. Several questions in each quiz have been pre-selected as tie breakers. If there is still a tie after those questions have been reviewed. If the score is still tied after the tie breaker questions are reviewed the team completing earliest in the window will be the winner.

Humanities & Fine Arts opens on November 12, will be due on December 19, 2025 and scores will become final on December 26th.

Science opens on November 12, will be due on December 19, 2025, and scores will become final on December 26th.

Language Arts opens on January 7, 2026, will be due on February ,7 and scores will become final on February 13th.

Social Studies opens on January 7, will be due on February 14th, and scores will become final on February 20th.

Mathematics opens on January 8, will be due on February 21st, and scores will become final on February 27th.

Sweepstakes totals will be published with the final Mathematics scores on February 27th and will become final on March 2nd.

There are four grade levels

PRIMARY	3-4	50-75 questions per test*
ELEMENTARY	5-6	75-100 questions per test*
MIDDLE LEVEL	7-8	75-100 questions per test*
HIGH SCHOOL	9-12	75-100 questions per test**

* Because of the length of time for the mathematics test, there are fewer mathematics questions. The number of questions may vary one or two questions from test to test.

Each grade division with 30 or more schools enrolled will be divided into two size divisions.

Those with 60 or more will be divided into three size divisions.

A state champion and runner-up plaque and certificates will be given for each size division in each subject area and for each grade level.

A Sweepstakes award for each size division and grade level will be given in April.

The Sweepstakes winner will be determined by totaling all competition scores.

Tournament of Champions

The date for the TOC is April 6, 2024 at Rose State College in Midwest City. Friday testing will be available on April 5. All questions about the TOC should be directed to Erika Christner erika@oaac.org 580-478-4260, The Tournament of Champions is the State Middle Level Curricular (scholastic) Championship.

The 2023-24 Humanities and Fine Arts focus period is _____ See the OAAC web page for additional information about the focus period.

TOC Scholar

A TOC Scholar trophy will be awarded for each grade level, 6, 7, & 8. The TOC Scholar will be the student with the highest score on the TOC Scholar test. To be eligible for the TOC Scholar award a student must qualify in 4 individual tests. Scholars will take a separate multi-subject

200 question test in addition to the tests for which they qualified. The Scholar ranking will be based on the scholar test only.

Entry Deadline - March 29, 2024. Use the online enrollment form or scan and email this form to erika@oaac.org If scanning, please use ink, not pencil.

Late entries accepted through April 1 Corrections must be received by April 3 Early entries appreciated.

Entry Fee for the Tournament of Champions is \$ 6.00 per student per test.

To qualify for participation in the Tournament of Champions a student must:

1. Be in sixth, seventh or eighth grade.
2. Place 1st-5th on a curricular or scholastic test in language arts, humanities, math, science, current events, reading or social studies during the current school year.. If the qualifying tournament is still giving tests in English and reading - both the English 1st-3rd and reading 1st-3rd will qualify for the language arts test. Ties advance.
3. The competition where the placing occurred should have included ten or more participating schools.
4. Students placing first, second or third as individuals in MATHCOUNTS Regional and the top 5 individuals from the State competition qualify to take the math test.
5. Students qualifying for the state Geography Bee qualify to take the social studies test.
6. Students placing 1st-3rd at the OSSM mathematics competition held in OKC qualify to take the mathematics test.

Friday Night Testing

There will be a testing session on Friday, for those students with conflicts on Saturday. Friday night testing begins at 10:00 AM. Pre Registration is required for the Friday night session. The Friday night session will mirror the Saturday sessions.

The schedule for TOC is:

On Saturday, packet & information Pickup opens - 8:00 A.M. (10am on Friday)- your students do not need to be at the testing site until 30 minutes before their first scheduled test or the testing room until 10 minutes prior to their first test.

Schedule!

The Scholar Test will be available during each testing session.

Awards will be available for pick-up 30 minutes after the session for the subject ends on Saturday.

First, second and third place in each subject and for each grade level will receive a trophy. All participants will receive a certificate of achievement.

Grade level mathematics and advanced mathematics

There will be a grade level mathematics test for 6th Grade, 7th Grade and 8th Grade based on the new mathematics standards. Younger students taking 7th or 8th grade mathematics will test

at the grade level of the mathematics class in which they are enrolled. These tests will be given at the TOC.

Students enrolled in advanced mathematics - Algebra II, Calculus or Trigonometry - may take their test during the TOC but the test will be entered in the HSTOC event in May. If those students would like to have an additional month of instruction, they may test at the HSTOC on May 1 or 2 .

Advanced mathematics qualifying tests will be offered by the OAAC through the online tournaments. These tests are for qualifying purposes only - A student, regardless of grade, enrolled in Algebra I, will take the Algebra I test. A student, regardless of grade, enrolled in Geometry, will take the Geometry test, etc.

Entry can be found on the website: www.oaac.org

TOCQ

On the OAAC web site there is a list of invitational qualifying tournaments. It is not a complete listing. As we learn about other events we will post the information on the web site. To serve as a qualifying tournament for the Tournament of Champions, ten or more schools should be in attendance. Exceptions to the qualifier are: Long standing tournaments which are area or county limited; new tournaments where ten or more schools were invited but fewer attended; tournaments held in a geographic location that make ten or more schools impossible to achieve (the panhandle of Oklahoma). If the ten or more school rule is waived there must be at least one student from each school testing in each specific area (e.g. language arts, humanities and fine arts, math, science, current events, and social studies). If you participate in a scholastic tournament not listed on the web site, please send tournament information to the OAAC office

ASAP. Most tournaments are limited to a geographical area and/or number of teams participating. A tournament listed here does not imply an open enrollment tournament. OAAC TOCQ's

In addition to the invitational tournaments, the OAAC will be offering our TOCQ online.

1. Participating and/or Qualifying at an OAAC TOC qualifier will NOT give a student an advantage at the TOC.
2. A school may participate in only one OAAC TOC qualifier per year. However, the enrollment may be spread over several online events. For example:
If you lived in Hennessey and wanted to participate in the OAAC Crescent Area TOCQ but your 7th and 8th grade students were on a field trip to DisneyWorld the week of the competition you could enter your 6th grade students in everything but the current events and humanities tests. (math, science, language arts and social studies) Then you could enter your 7th and 8th grade students in one of the 4 open tournaments or you could spread the enrollment over several open tournaments. Take the Humanities & Fine Arts test during the November open. Take the current events test during the January open. Take the social studies, science, language arts and mathematics test during the last chance open.
3. A school may attend as many non-OAAC TOCQs as they would like.
4. Medals will be given to 1st, 2nd and 3rd place in each grade for each test.
5. Entry fee \$3.00 per student per test.
6. All students taking a test must be monitored at all times. Documentation must be submitted. A form will be sent to all enrolled schools at the time of their tournament.
7. Only students taking the scheduled test(s) for that time period are allowed to be in the testing room during the test.
Students may leave the room once their test has been completed.
8. Students taking multiple tests must wait until the next testing session begins to start their next test.
9. The tests will be open on the specified dates. Tests may be taken at any time during those dates, within the same test/same time specifications.

2025-26 Schedule

November 10-December 18 Fall Open Online TOCQ
January 12 - February 20 - Winter Open Online TOCQ
February 23 - March 13 - Last Chance Online TOCQ

10. All students from a school district will take the same subject test on the same date at the same time.

Some tests will be separated by grade and subject, some tests will be separated only by subject.

If a district has multiple elementary or middle schools, the same-test-same-time rule applies to each site.

Students taking the Current Events test for 6 - 7 - 8 grade must test on the same date at the same time.

Students taking the Humanities & Fine Arts test for 6 - 7- 8 grade must test on the same date at the same time.

Students enrolled in the following tests must take the test at the same time the other students in their grade are testing, but not at the same time students in other grades are taking that subject test.

Students taking the Mathematics test for 6th grade must test on the same date at the same time.

Students taking the Mathematics test for 7th grade must test on the same date at the same time.

Students taking the Mathematics test for 8th grade must test on the same date at the same time.

Students taking the Algebra I test for their grade level math test must test on the same date at the same time.

Students taking the Geometry test for their grade level math test must test on the same date at the same time.

Students taking the Algebra II test for their grade level math test must test on the same date at the same time.

Students taking any other mathematics test for their grade level math test must test on the same date at the same time.

Students taking the Social Studies test for 6th grade must test on the same date at the same time.

Students taking the Social Studies test for 7th grade must test on the same date at the same time.

Students taking the Social Studies test for 8th grade must test on the same date at the same time.

Students taking the Language Arts test for 6th grade must test on the same date at the same time.

Students taking the Language Arts test for 7th grade must test on the same date at the same time.

Students taking the Language Arts test for 8th grade must test on the same date at the same time.

Students taking the Science test for 6th grade must test on the same date at the same time.
Students taking the Science test for 7th grade must test on the same date at the same time.
Students taking the Science test for 8th grade must test on the same date at the same time.

For Example: A district might enter their current events students, 6th grade mathematics students and 8th grade science students on one tournament date and all of their other students on a different date. They may not enter 1 6th grade math student on one tournament date and two 6th grade math students on a different date.

11. It would be permissible for a student (or students) to take all 6 tests, as long as the same-test-same-time rule was being followed.

12. Each school will set-up their own time schedule during the tournament days.

HSTOC

The date for the HSTOC is
May 2,3 & 4.

Visit our website
oaac.org for updates.

The site for the 2024 HS Tournament of Champions is at Rose State College in Midwest City (May 3rd and 4th) and Oklahoma State University in Stillwater (May 2nd and 3rd)
The High School Tournament of Champions is the State Curricular (scholastic) Championship.

Entry deadline is April 19, 2024.

Late entries and changes will be accepted until April 22. All Corrections must be submitted by the end of the day on April 24.

Entry fee is \$10.00 per student per test.

See the OAAC HSTOC web page for the most recent list of available tests.

Friday Session: There will be a Friday session from 11:00 - 7:00 for students with a conflict on Saturday or if a student has qualified to take two tests being offered at the same time on Saturday.

A list of content covered by each test and other qualifiers or exclusions may be found on the OAAC web site.

Qualifying tournaments for the High School Tournament of Champions are held by the regional colleges and universities. Invitational scholastic tournaments will also serve as qualifying tournaments. The OAAC will be hosting online HSTOCQ tournaments to help students qualify to attend the HSTOC.

A student must place 1st, 2nd or 3rd at a regional scholastic or curriculum contest to qualify for the HSTOC.

8th Grade students placing in one of the high school categories at one of the high school tournaments may take the HSTOC test.

Each testing period will be 50 minutes in length. Students may leave the room when finished testing.

Students must bring their own calculators. We will follow the ACT Calculator specifications.

<http://www.actstudent.org/faq/answers/calculator.html>

If the calculator brought to the competition by the student does not meet the specifications, the student will not be allowed to use it to take the test.

Tests will be graded and scores posted at the end of each hour.

Trophies will be presented for 1st, 2nd and 3rd place. If scores are still tied, duplicate awards will be presented.

HSTOC Scholar Test - One scholar awarded for each grade level Freshman Scholar, Sophomore Scholar, Junior Scholar, Senior Scholar

To qualify to take the Scholar test a student must have qualified to take at least 3 tests at the HSTOC.

There will be one scholar test over multiple subjects. Each scholar test will include questions from grade level language arts, math, science, social studies as well as current events, fine arts and humanities, vocabulary, literature, and pop culture.

HSTOCQ

OAAC HSTOCQ's

In addition to the regional scholastic tournaments, the OAAC will be offering some subjects via HSTOCQ online. Our intent in offering a HSTOCQ is not to replace the existing qualifying tournaments held by the colleges and universities, but to allow the high schools in outlying areas an opportunity to qualify for the HSTOC without multiple long trips. Also, offering additional qualifying tests for subjects not offered by all scholastic tournaments. If a student has already qualified in a specific area - please do not enter the same student to test in that area a 2nd time. Leave the spot/placing for someone else.

1. Participating and/or Qualifying at an OAAC HSTOC qualifier will NOT give a student an advantage at the HSTOC in May.
2. A school may participate in only one OAAC HSTOC qualifier per year. Participation in any one subject area is limited to one time only per student.
3. A school may attend as many non-OAAC scholastic or curricular tournaments as they would like.
4. Medals will be given to 1st, 2nd and 3rd place in each subject area test. If 10 or more school districts from a geographical area are entered, a separate award will be given for that geographic area.
The medal award may be different for specific subjects. (If 10 schools from NW Oklahoma entered Biology I, a NW Oklahoma Biology I 1st, 2nd and 3rd place would be awarded. If 10 students across the state entered Calculus, with only one or two from each geographical area, only one set of awards would be given in Calculus.)
5. Entry fee \$3.00 per student per test.
6. All students taking a test must be monitored at all times. Documentation must be submitted. A form will be sent to all enrolled schools at the time of their tournament.
7. Only students taking the scheduled test(s) for that time period are allowed to be in the testing room during the test.
Students may leave the room once their test has been completed.
8. Students taking multiple tests must wait until all students taking the same test are present before the testing session begins to start their next test.
9. The window for HSTOCQ is Monday After Spring Break to Two weeks before HSTOC
Tests may be taken at any time during those dates, within the same test/same time specifications.
10. All students from a school site will take the same subject test on the same date at the same time. If a district has multiple school sites, the same-test-same-time rule applies to each site.
11. Some tests will be separated by grade and subject, some tests will be separated only by subject.
12. Students may not take mathematics or science tests of a lower level than their current level. A student currently enrolled in Algebra II may not take the Algebra I test. A student currently enrolled in Biology II may not take the Biology I test.

13. Students taking the Current Events test, regardless of grade, must test on the same date at the same time.

14. Students enrolled in the following tests must take the test at the same time the other students taking the same test are testing

HSTOCQ Test offering

Check OAAC Web site for changes and additions

Oklahoma History

American History

World History

Government & Civics

Biology I

Physical Science

Chemistry

Anatomy and Physiology

Physics

Algebra I

Algebra II

Geometry

Trigonometry

Calculus

Vocabulary

Humanities & Fine Arts

Current Events

World Literature

English Usage 9th Grade

English Usage 10th Grade

English Usage 11th Grade

English Usage 12th Grade

15. It would be permissible for a student (or students) to take multiple tests, as long as the same-test-same-time rule was being followed.

16. Each school will set-up their own time schedule during the tournament dates.

Summer Coaches Conference

The purpose of the Summer Coaches Conference is to provide a training session for new academic coaches and to make changes and adjustments in the rules for OAAC Academic Competitions. Check the web site for update and location confirmation. Registration form is available on the web site. The meetings are casual and informative. The food and fellowship are worth their weight in gold!

<https://www.oaac.org/coaches-conference>

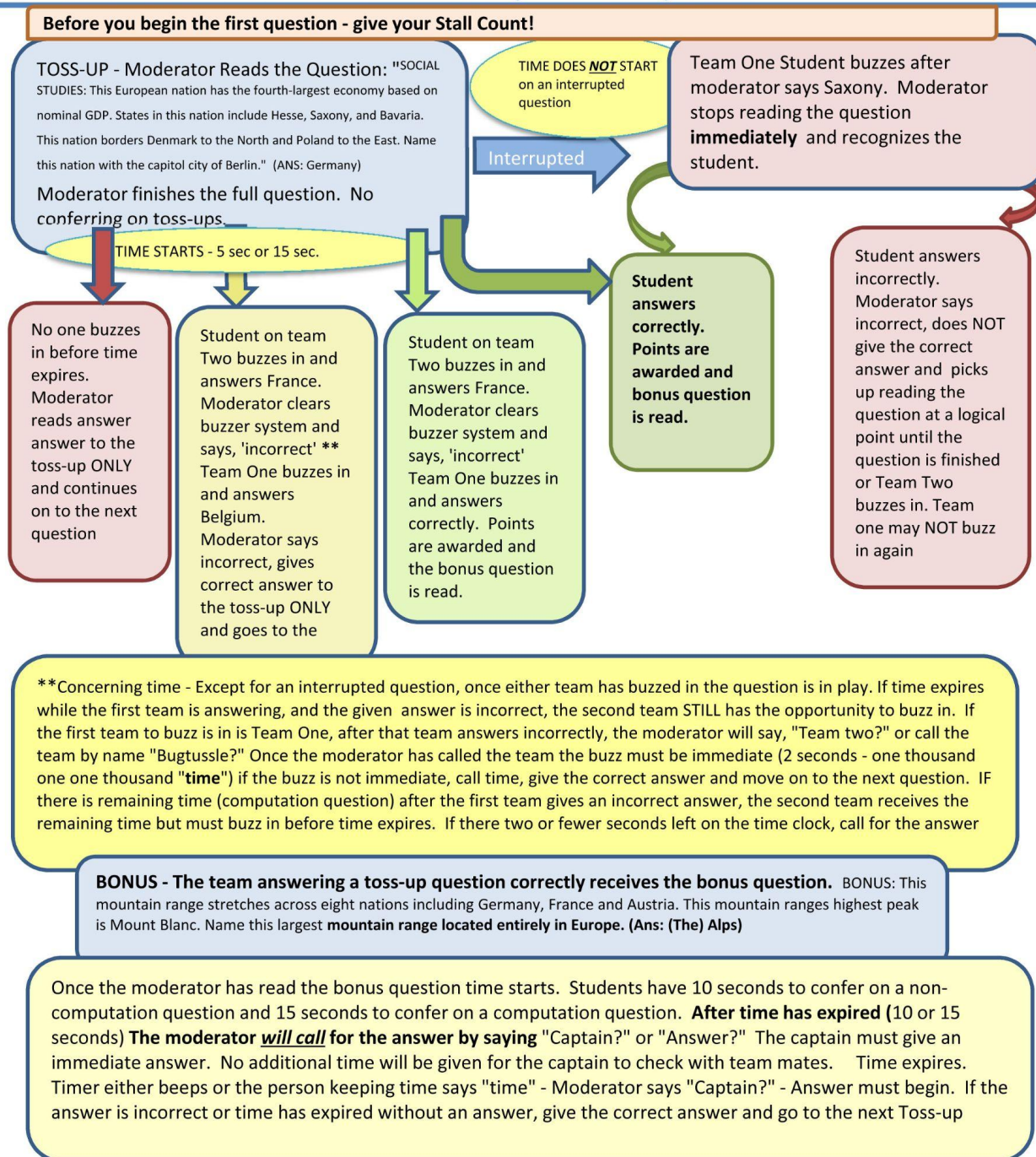
Registration online <https://www.oaac.org/copy-of-quiz-bowl-camp-1>

Conference Registration \$ 40.00

Registration includes breaks & lunch.

Great nibbles all day long!

4-8 Academic Bowl Rules Flow Chart - Toss-up and Bonus procedure



Academic Bowl Rules Flow Chart - What if...

If a student answers before being recognized by the moderator, a blurt; a.) the first time a blurt occurs in a game a warning will be given. The warning is for BOTH teams and all team members; b.) the second time any student answers before being recognized, the answer will be ruled invalid, even if the answer was correct. The opposing team will be given the opportunity to answer the question. The moderator will not indicate if the blurted answer was correct or incorrect. The moderator will say, "That was a blurt. The answer is invalid."

If a student confers on a toss-up question. The moderator will not accept an answer from the team that conferred. If an answer is given by the student the moderator will not indicate if the answer given is correct or incorrect. The moderator should say "conferring" and continue as if it were an incorrectly answered question. Conferring should be called if, before an answer is given, a student turns to another team member or looks into the audience and says aloud or mouths the answer. If the other person does not visibly or auditorially respond, this is **still** considered conferring. Reading a written answer from a paper other than their own is also considered conferring.

If a Moderator inadvertently gives the correct answer after an incorrect answer has been given but before the opposing team has an opportunity to answer a replacement toss-up question will be read for the second team **ONLY**. The tournament coordinator will have a set of replacement questions. The question should come from the same subject area.

NOTE: Buzzer malfunction PROCEDURE - If a technical issue creates a situation that impacts both teams, e.g. the system wasn't cleared and neither team can buzz-in or there is a malfunction of the buzzer **before** an answer is given by either team.

If it is determined that the buzzer system is malfunctioning - that system should be switched out for a different system. (When attending a tournament, **ALWAYS TAKE YOUR BUZZER SYSTEM WITH YOU!**)

a.) Clear the system.

b.) The moderator will use a key word to indicate permission to buzz in. The Moderator will tell the students. "I will re-read the toss-up question. At some point in the question you will hear the word "pumpnickel " You may buzz in when you hear me say pumpnickel . If you buzz in before, your answer will be ruled invalid."

c.)The moderator will begin re-reading the question and insert pumpnickel into the question at a spot of their choosing.

HOWEVER

If the malfunction is discovered after an answer has been accepted. The question will be tossed out and a replacement question will be read for both teams. e.g. a student buzzer quits working and a student was trying to buzz but could not buzz in because of the malfunction.

Academic Bowl Rules Flow Chart - Procedure & Question Protest response

Procedure Protest - If an official is not following procedure -- not allowing a second team to buzz in after an incorrect response, incorrect time allotted, etc. -- The coach may stand.

If a Moderator sees a coach stand during the competition the moderator will stop immediately and ask the coach, "What is your protest." The coach will state the procedural error to be corrected.

A procedural error that impacts both teams equally will be corrected from the point of protest forward.

If a second team was not allowed to buzz in after an incorrect response and the answer has already been given, the Moderator will give the team that was not allowed to answer a substitute question as they would if the answer was inadvertently given.

Question/Answer Protest -

Question protests occur at the end of each quarter. If a protest is not raised at the end of the quarter, all right to protest questions from the quarter that has just finished are relinquished upon the start of the next quarter or when the Moderator, after giving the final score and asking if there are questions, says "This ends the game." A protest over a question in the first quarter must be lodged at the end of the first quarter. A protest over a question in the second quarter must be lodged at the end of the second quarter. A protest over a question in the third quarter must be lodged at the end of the third quarter. A protest over a question in the fourth quarter must be lodged before the Moderator ends the game.

-A coach may protest the answer given to a question if . . .

the response their team gave was a correct response but was ruled incorrect by the moderator.

the response given by the opponent was an incorrect response but was ruled correct by the moderator.

-The moderator will determine if the protest is valid.

If there is a chief judge, the moderator may confer with the judge. The chief judge will give the final ruling. The judge has the final word on the decision about the protest.

If there is not a chief judge, the moderator may, if necessary, leave the room to confer with officials from the other competition rooms. If there is not a judge, the moderator has the final word on the decision about the protest.

-If a protest is upheld:

Correct response ruled incorrect for a **toss-up**:

If the team giving the correct answer, but ruled incorrect, was the **first** team to buzz in, a replacement question from the same subject area, if possible, will be read for that team only. **New procedure:** If there is no answer or an incorrect answer is given, the opposing team will be allowed to buzz in as it would on any missed answer.

If the team giving the correct answer, but ruled incorrect, was the second team to buzz in, a replacement question from the same subject area, if possible, will be read for that team only. **There will not be a rebound opportunity as the first team to buzz in missed the question initially.**

-Incorrect response ruled correct for a **toss-up**:

If the team giving the incorrect answer, but ruled correct, was the **first** team to buzz in, a replacement question from the same subject area, if possible, will be read for the opposing team only.

If the team giving the incorrect answer, but ruled correct, was the **second** team to buzz in no replacement question will be asked. **The first team to buzz in missed the question initially.**

Bonus Question -

If the answer given by the students was correct but ruled incorrect, points will be awarded for the correct answer.

If the answer given by the students was incorrect, but ruled correct, points initially awarded will be deducted for the incorrect answer.

