



VIRGINIA HIGH SCHOOL LEAGUE
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www.vhsl.org

MEMORANDUM TO: Conference and/or Region Scholastic Bowl Directors
FROM: Lisa Giles, VHSL assistant director
RE: Tournament kit

The current rules and regulations for Scholastic Bowl appear in the VHSL Handbook Section 126. A copy of that section is enclosed with other material we think will help you run your competition as efficiently and fairly as possible.

The state tournament will be held at the College of William and Mary on Saturday, Feb. 25. The deadline for regional tournaments is Feb. 11 and for conferences Jan. 28.

We call your attention to rule 126-6-1 Competition Format. It reads as follows:

Conferences and regions holding qualifying tournaments must follow state guidelines governing the tournament format. The state guidelines are not mandatory for regular season competition or for tournaments independent of the VHSL series.

Any conference or region holding a single qualifying event to determine who advances to the next level must follow the VHSL guidelines for competition, and the guidelines permit either a double-elimination tournament or a round-robin tournament in which every team meets every other team.

If a conference holds a regular season of multiple academic competitions and uses that series to determine which schools advance, the competition format may vary from the VHSL format. And, if no more than two schools in a conference want to participate, the conference may designate the school(s) as the conference's representative(s) in a regional tournament.

We have enclosed copies of instruction sheets used at the state level for all tournament personnel. We thought those instructions might be helpful as you direct your personnel. If you have questions, please call Lisa Giles at 434-977-8475 or Fred Campbell, our commissioner, at 540-798-8607 or vascholasticbowl@gmail.com. We do not regulate the source for questions used at the conference or regional level, but state questions are procured by Mr. Campbell, and all inquiries about tournament questions should be directed to him.

We hope that you have a wonderful tournament and that your winners represent you well.

LRG/sdc

ABOUT VHSL SCHOLASTIC BOWL

Following years of discussion, the Virginia High School League returned to its roots in 1997-98 and launched its first new academic activity since 1932 and its first new championship in a decade in activities other than sports.

Scholastic Bowl, with state championship tournaments in Groups A, AA and AAA today at the College of William and Mary, pits four-person teams in a test of knowledge of English, math, science, social studies and miscellaneous areas like current events, entertainment, the arts and sports.

A double-elimination format in six rounds of team-on-team face-offs is used to pare a field of the top eight schools in each group to the eventual champion. The field will include two representatives from each geographic region of the state.

Although each playing team is limited to four persons, schools may carry more than four students and substitutions are permitted in each match between groups of questions.

Each match will have three parts: 15 toss-up questions with teams buzzing in for the opportunity to answer; 20 directed questions, 10 for each team, with team members permitted to discuss possible answers within a designated time limit; and 15 more toss-up questions. Subject matter will be mixed for each group of questions.

Although this state championship in academic competition is relatively young, many schools operating in a variety of regional associations have utilized 10 or 12 different formats for academic competition for years. Some competitions in metropolitan areas have been geared to television. Many of those programs continue, separate from the VHSL series.

Interest in a unified state championship began to surface in the mid-1980s. Although there were some exploratory discussions and preliminary proposals at that time, the new competition evolved from committee discussions beginning ten years ago.

The committee included Gary Houseman, principal of Rural Retreat High School; Nancy Phaup, activities director and academic coach at Prince Edward County High School; and Sharon Sneed, PTA representative from Fairfax County. Bob Button, VHSL assistant director, facilitated the meetings.

Most questions are prepared or procured by Fred Campbell. As commissioner for the competition, he is also directing the tournament.

Starting with the 2013-14 school year, the VHSL expanded its classifications from three to six in an effort to better accommodate competition based on school size and geography. To go along with this change, the double-elimination format previously used at the state level was changed to round robin.

Certainly, the League's involvement in academic activities is not new. VHSL actually began as an outgrowth of debate competition started by the Washington and Jefferson Societies at the University of Virginia in 1913 for 20 high schools. Competition in public speaking, which has grown to 10 different forensics events, began a year later. Championships in basketball, baseball and track were introduced the next year.

The League began recognition programs for student publications and creative writing in 1924 and added theatre in 1932. State championships were introduced for creative writing in 1946, for theatre in 1986 and for forensics in 1989.

VHSL also sponsors state competition in 27 sports: baseball, boys and girls basketball, cheer, boys and girls cross country, field hockey, football, boys and girls golf, gymnastics, boys and girls indoor and outdoor track, boys and girls lacrosse, boys and girls soccer, softball, boys and girls swimming, boys and girls tennis, boys and girls volleyball and wrestling.

VHSL ADVISORY COMMITTEE SERVES IMPORTANT ROLE

The Constitution of the Virginia High School League authorizes the Executive Committee to appoint advisory committees for the purpose of giving technical or other advice and assistance as may be necessary in conducting statewide activities programs for the benefit of high school students. Among these advisory committees is the Scholastic Bowl Advisory Committee.

This advisory committee is composed of active high school coaches or administrators and meets annually to develop the terms and conditions for administering state events as well as to make recommendations for improving administrative procedures governing Scholastic Bowl activities.

Members are appointed to provide (1) balanced geographical representation, (2) knowledge and experience and (3) representation for both large and small schools. The term of appointment is two years with staggered terms allowing for a combination of continuity and new ideas.

A member of the VHSL administrative staff works with the advisory committee in developing the scope of the committee's work and in presenting the committee's recommendations to the membership and/or to the Executive Committee. In order for legislative changes (Handbook amendments) to be implemented, they must be approved by the Executive Committee.

Obviously the strength of advisory committees is that they give the League's Executive Committee direct access to sentiment from the "grass roots" level. Committee members are encouraged to express their personal feelings and observations as well as ideas from their colleagues in the field. It is important to bear in mind that all decisions are ultimately based on what will best serve the interests of boys and girls from across the state who participate in the League's interscholastic activities.

For the **2016-17** school year, members of the SBAC include:

Scholastic Bowl Advisory Committee

David Naser, Rappahannock
Jamie Scharff, George Mason
Matt Beeken, Blacksburg
Judy Petykowski, Princess Anne
James Conlee, Riverbend

Region

1A-East
2A-East
3A-West
5A-South
6A-South

Term Expires

December 2018
December 2017
December 2017
December 2016
December 2018

Ex Officio

Lisa Giles, VHSL Assistant Director

Scholastic Bowl Commissioner

Fred Campbell

SIX CLASSIFICATION AT A GLANCE

Here is a snapshot of how six classification expansion affects Scholastic Bowl beginning the 2015-16 school year.

1. See Final Adopted Conference Alignment Plan on following page to determine what conference your school is in, and what schools your school competes with at the conference and regional levels. For example, Colonial Heights is in Conference 25, Region 3A-East and Class 3A.
2. Unless your region has elected to maintain a district competition, playoff competition effectively begins at the conference level, which advances its top two schools to the region, and the region advances its top two schools to the state championship to compete in a four-school championship.
3. The state championship format is round robin.
4. State championship pairings will be as follows:

ROOM	ROUND 1	ROUND 2	ROUND 3
Blair 201	1AE1 vs. 1AW2	1AE1 vs. 1AE2	1AE1 vs. 1AW1
Blair 205	1AE2 vs. 1AW1	1AW2 vs. 1AW1	1AW2 vs. 1AE2
Blair 223	2AE1 vs. 2AW2	2AE1 vs. 2AE2	2AE1 vs. 2AW1
Blair 229	2AE2 vs. 2AW1	2AW2 vs. 2AW1	2AW2 vs. 2AE2
Chesapeake A	3AE1 vs. 3AW2	3AE1 vs. 3AE2	3AE1 vs. 3AW1
Chesapeake C	3AE2 vs. 3AW1	3AW2 vs. 3AW1	3AW2 vs. 3AE2
Tidewater A	4AW1 vs. 4AE2	4AW1 vs. 4AW2	4AW1 vs. 4AE1
James	4AW2 vs. 4AE1	4AE2 vs. 4AE1	4AE2 vs. 4AW2
Tidewater B	5AN1 vs. 5AS2	5AN1 vs. 5AN2	5AN1 vs. 5AS1
Chesapeake B	5AN2 vs. 5AS1	5AS2 vs. 5AS1	5AS2 vs. 5AN2
York	6AN1 vs. 6AS2	6AN1 vs. 6AN2	6AN1 vs. 6AS1
Commonwealth	6AN2 vs. 6AS1	6AS2 vs. 6AS1	6AS2 vs. 6AN2

CALENDARS AND DATES FOR 2016-17

CONFERENCE AND REGION DEADLINES, STATE DATE

Please consult the VHSL Calendar (<http://www.vhsl.org/doc/upload/2013-14-to-2017-18-cal-201604111.pdf>) well in advance for a list of tournament deadlines and dates to assist in planning your year. If you are scheduling a tournament, please plan ahead to avoid conflicts with SATs, SOLs and other events. Keep in mind, deadline dates are just deadlines. Conference and regional tournaments may be scheduled prior to, but not after deadlines. When regions report dates to us, they will appear here: <http://www.vhsl.org/doc/upload/cal-conf-reg-events68.pdf>.

REGIONAL POSTPONEMENT POLICY

In case of extreme weather conditions which imperil travelers attempting to reach the regional event site, the regional director has permission to postpone the regional event, and therefore the state event entry form deadline, one day at a time until the day preceding the state event. If the regional event is delayed beyond the adopted regional deadline, the regional director is required to advise the Executive Director of the postponement and required to call in the regional results to the state event director as soon as the regional event is completed. In addition, the regional director is required to mail, deliver or fax the results to the state director and to the VHSL office.

SPORTSMANSHIP

Good sportsmanship is a top priority of the Virginia High School League. The manner in which each school is represented is far more important than whether a team wins or loses. Good sportsmanship is all about respect – respect for oneself, for teammates, opposing teams, coaches, judges, audience and for Forensics itself.

Inappropriate behavior is easy to identify. One need ask only two questions:

1. Is the observed behavior respectful of the targeted audience?
2. Does the observed behavior reflect positively on your school?

If the answer to either question is no, then the behavior is inappropriate and must not be tolerated. Respect must be a priority at all times and in all situations.

Each participating Scholastic Bowl coach bears a huge responsibility for making sure that good sportsmanship is valued. Inappropriate behavior can be an embarrassment to students, coaches, judges, administrators, the community and to the VHSL.

Each participating school is expected to provide administrators and other chaperones to actively supervise its student body and fans during the tournament and address inappropriate behavior if or when it occurs. Individuals who are disruptive, disrespectful, fail to comply with facility and/or VHSL procedures or otherwise behave inappropriately will be escorted from the facility.

- Scholastic Bowl coaches and school administrators have primary responsibility for observing their student body and fans, and for taking corrective action when their students or fans behave inappropriately. Students will react more quickly and more positively to their own teachers and administrators than they will to an unknown security guard.
- VHSL staff is not responsible for making sure students and fans behave. That is each coach's responsibility.
- Watching the competition is secondary to supervision. Participating coaches are "on duty" during the tournament, and supervision must be active. VHSL and tournament staff will assist when necessary.

EXAMPLES OF UNSPORTSMANLIKE BEHAVIOR

The following list is by no means "all inclusive." Coaches are asked to review this list with student body so that everyone understands what is not acceptable.

- Booing, hissing or making any distracting noise or movement
- Antagonizing, intimidating or abusing participants, tournament staff or others
- Challenging a judge's comments or rankings
- Seeking access to or sharing content of competition questions/answers used in previous matches
- Calling out or signaling answers
- Displays of temper, anger, boasting, use of profanity or arguing with tournament staff or judges
- Frivolous, unfounded and/or unsubstantiated challenges or protests against other individuals/teams

Unsportsmanlike behavior must be addressed by school coaches or administrators if/when they occur. Failure to do so is a violation of The League's Sportsmanship Rule.

Remember, good sportsmanship is all about respect. Win with humility; lose with grace; do both with dignity.

Sportsmanship

27-11-1 SPORTSMANSHIP RULE-*Member schools are required to conduct all their relations with other schools in a spirit of good sportsmanship. Acts which are prima facie evidence of failure to abide by this rule are those which are noted below and others of a similar nature which transgress the usually accepted code for good sportsmanship. All incidents of conduct relating to either athletic or academic activities that are violations of the Sportsmanship Rule must be reported to the Virginia High School League.*

27-11-11 Procedure: Academic Competition-Unsportsmanlike action must be reported to the League by any school or tournament official. The report should include any corroborating information or testimony available. A copy of the report complete with any supporting information shall be transmitted to the principal of the school or schools involved. Each principal concerned shall report such information or answers to the report as he/she deems appropriate to the League. Upon receipt of all reports and a review of any action taken, the League shall refer copies of all documents, including a staff recommendation as to whether the school's response is sufficient, to the school or schools involved and to the chairman of the League, who may in turn refer the matter to the Academic Sportsmanship Committee to investigate and adjudicate what appears to be a violation of this rule. The Academic Sportsmanship Committee shall review at a time and place set by the League office such available evidence as it deems necessary to reach a conclusion. The League is specifically directed to pursue any items which on the surface have implications of being sportsmanship violations. A League staff member or member of the Academic Sportsmanship Committee may be assigned the responsibility of holding personal interviews with the principal parties involved. Actions such as seeking reports and holding interviews are not to be interpreted in any way as casting reflection upon a school adhering to League regulations, but as an effort to keep all parties properly informed. Penalties up to and including suspensions of member schools may be imposed by the Executive Committee and/or the Academic Sportsmanship Committee. A copy of the Academic Sportsmanship Committee's action shall be filed with the chairman of the conferences concerned.

Protests

32-1-1 (3) The Virginia High School League permits the correction of clerical or scoring errors in each interscholastic activity as specified in that activity's specific rule book. In those cases in which there is no rule book for an activity or in which the rule book does not specify a definite time period for the correction of clerical or scoring errors and the results are not announced until the conclusion of the activity, clerical or scoring errors may be corrected within 60 minutes of the announced results. In debate, drama and forensics, a school which leaves the site prior to the end of the review period forfeits the right to appeal the results. No protests will be considered which are based upon the real or alleged failure of contest officials to interpret or apply game or contest rules properly, or to render correct decisions in matters of judgment. League rules provide that officials for all League athletic contests shall be mutually agreed upon by the faculty representatives of all schools concerned. When this has been done and the contest has been started, differences of opinion which arise during the progress of the contest must be considered on the spot, and the decision of the contest official shall be final. Games may not be played "under protest" for later review by a Committee; however, the Assistant Director shall render an interpretation to all parties involved as to the proper application of rules in cases of protests if complete facts are presented in writing to the League office. Such an interpretation will not change the outcome of the contest as the decision of a game official is final, unless the Assistant Director determines that the game official(s) has incorrectly permitted a contest(s) to be suspended, a tie(s) to be broken or a tie(s) to stand in contradiction to the game rules adopted by the League.

32-2-1 Procedure:

(1) Principals only may initiate protests. Protests shall be in writing, addressed to the district chairman or the Executive Director, as the case may be, and shall contain a digest of all the facts pertinent to the case. Protests shall be delivered in person or sent by special delivery or first class mail. They shall be delivered or postmarked not later than two working days after the contest or receipt of the information on which the protest is based. The Committee shall meet promptly to consider and act upon each protest properly filed with the district chairman. The Executive Director, when protests are filed with him/her, shall act promptly to initiate action through the Chairman of the League.

Accommodations

The VHSL is committed to providing reasonable and appropriate accommodations to students with disabilities at its academic tournaments. Any competing student requesting special accommodations must submit comprehensive, written information at least two weeks in advance of conference tournament to VHSL Assistant Director. This information should include (1) specific nature of disability as diagnosed by a qualified professional, (2) specific functional limitations of student and (3) accommodation requested as recommended by diagnosing professional. VHSL may provide the accommodation recommended, or such other accommodation as it deems reasonable to address the identified functional limitation. Any accommodations provided will be with the intent to provide an equal but not advantageous opportunity for student to compete and is not intended to alter the fundamental nature of the activity.

Handbook rules with interpretations and guidelines

Principals and Coaches: The following information is taken from the VHSL Handbook and Policy Manual. Interpretations appear in italics.

SECTION 30: PENALTIES

30-4-4 Specific Penalty for VHSL Event Not Being in Compliance with Policies-In situations where a member school hosts an event in which all VHSL guidelines are not enforced the following can apply:

- The host and all participating member schools will receive a Warning.
- The host school loses the ability to sanction that sport/activity tournament for three years.
- The host will be subject to a fine of \$50 for each VHSL member school participating in the event.

SECTION 126: SCHOLASTIC BOWL.

27-2-4 State Clinic Attendance Requirement-Any school sponsoring an interscholastic activity in any of the following sports or academic areas shall require at least one member of that activity's coaching staff to attend a VHSL sponsored rules clinic for that activity in each year that one is offered: Baseball, Boys Basketball, Girls Basketball, Cheer, Field Hockey, Football, Girls Gymnastics, Boys Lacrosse, Girls Lacrosse, Boys Soccer, Girls Soccer, Softball, Boys Swim and Dive, Girls Swim and Dive, Boys Track, Girls Track, Boys Volleyball, Girls Volleyball, Wrestling, Theatre, Forensics, Debate and Scholastic Bowl. Failure to attend will result in a penalty as stated in 30-5-1.

Coach is required to attend a Scholastic Bowl rules clinic or successfully complete a clinic via webinar annually. Failure to do so results in a written rules examination and \$50 fine.

126-1-1 Sponsored Activity-The League sponsors academic competition called Scholastic Bowl within groups leading to conference, regional and state recognition.

126-2-1 Purpose-To stimulate interest and recognize student achievement in the academic program which is the foundation of a school's mission, the League encourages competition emphasizing knowledge of English, mathematics, science and social studies.

126-3-1 School Participation-The League program is designed to supplement, not replace any existing local or regional academic competition.

The VHSL places NO restriction on participation in independent tournaments or on travel out of state. However, individual Regions and Conferences may elect to place restrictions on teams in that Region or Conference.

126-4-1 Program-The League's Scholastic Bowl competition begins at the conference level with optional regular season and/or conference tournament competition designed to determine two schools that will advance to a regional tournament. Each region participating will hold a tournament to select first place and second place teams to advance to a state tournament. If a first or second place school is unable to advance to the regional or state competition, the third place school in the appropriate conference or regional tournament may compete at the next level. No replacements beyond third-place schools shall be permitted. Deadline dates for conference and regional tournaments and the date of the state tournament are published in the annual official VHSL Calendar.

126-4-2 Conference Qualification-Conferences can qualify two schools to a regional tournament through regular season and/or tournament competition as determined by the conference council. If no more than two schools want to participate, the conference may designate the school(s) as the conference's representative(s) in a regional tournament. Failure of a conference, opting to conduct a tournament, to conduct the tournament on or before the deadline date may disqualify its schools from participation in the regional tournament.

126-4-3 The specific time, place and date for the conference tournament is determined by the tournament director, who is approved by the conference council. The name of the tournament director must be reported to the League office at least one month before the conference tournament. The director is responsible for the conduct of the tournament in accordance with League regulations. If a conference opts to use questions provided by the state commissioner, the tournament director must meet all deadlines and requirements established by the commissioner. The League office will supply tournament directors with a festival kit, containing all necessary instructions, well in advance of the deadline date for the tournament.

126-4-4 Regional Tournaments-The specific time, place and date for the tournament is determined by the tournament director, who is approved by the regional officers. The name of the tournament director must be reported to the League office at least one month before the regional tournament. The director is responsible for the conduct of the tournament in accordance with League regulations. If a region opts to use questions provided by the state commissioner, the tournament director must meet all deadlines and requirements established by the commissioner. The director is supplied by the League office with a tournament kit similar to the conference tournament kit well in advance of the deadline for the tournament. Any disputes about which school should represent a region at state must be resolved within VHSL rules and regulations at the regional level so that no more than two schools advance.

The tournament director (or her/his designee) is responsible for procuring/assigning game officials, securing rooms for the competition, verifying that all equipment is working and overseeing meetings for quizmasters/judges/timekeepers. In an emergency, he/she may be an official in one of the competition rooms.

126-5-1 Rules and Regulations-In all League sponsored academic competitions, both individual representatives and member schools are required to observe and comply with all League rules and regulations set forth in Section 26 through 33 of this Handbook, with the exception of those that make specific reference to athletics, as well as those rules that govern each specific contest as set forth in Section 126. All VHSL rules governing eligibility and sportsmanship shall apply. Violations of any of these rules render the offender liable to such disciplinary action as the appropriate conference, regional or state committee may impose.

The questions used for competition are to be kept secure and confidential at all times by official staff members. Coaches are not permitted access to questions until formally released by the commissioner at the end of the Scholastic Bowl season. Exception: coaches may be permitted to view a specific question(s) at end of match, but only for the purpose of resolving disputes or appeals. Seeking access to or sharing content of competition questions or answers before formal release – whether intentional or unintentional, in casual conversation, writing, or electronic means – is a VHSL sportsmanship violation.

126-5-2 Certification-Only entries submitted on the official entry form properly certified by the school principal and received by the deadline date for entry shall be accepted.

126-6-1 Competition Format-Conferences and regions holding qualifying tournaments must follow state guidelines governing the tournament format. The state guidelines are not mandatory for regular season competition or for tournaments independent of the VHSL series.

126-6-2 Tournament Format- Each team advancing to the state competition will compete in a round robin tournament within its own classification group (1A, 2A, 3A...). The team with the best win-loss record shall be declared the state champion, and the team with the second best win-loss record shall be runner-up. Conferences and regions may use either a double-elimination or a round-robin format.

126-7-1 Participation-Each team must start each tournament with four players. If there are extenuating circumstances such as illness, a team may finish the tournament with fewer than four players.

Extenuating circumstances are determined by the tournament director.

Each school shall provide one person to serve as scorekeeper. Scratch pads and pencils will be provided by the host institution and available to teams during the competition. All other materials must be removed from the contestant's tables prior to the beginning of each round.

At the beginning of each match, each student's paper must be blank. Players may start making notes on their paper when the quizmaster starts testing the electronic equipment, but substitutes, when they come in, must have a blank sheet of paper. Any posters or props, such as a list of Presidents or a periodic table, in the room should be covered or removed.

126-8-1 Questions-Questions will be drawn from the following areas--mathematics, science/health, social studies, English and miscellany. Miscellany questions will include current events, fine arts, music, entertainment and sports. The questions will be randomly selected from among the categories within a particular game. There will be no guarantee that questions will be evenly distributed among the categories, although a balance will be sought. Questions will be read once except math questions, which will be read twice.

The matches prepared by the Commissioner will have the following distribution. The numbers following each topic/discipline are the average number of questions in that subject per match and include 5 spare questions. There may be minor deviations from that distribution.

- Math 7 (Algebra 2, Statistics 1, Probability 1, Geometry 2, Trigonometry 1)
- Science 12 (Biology 4, Chemistry 2.5, Earth Science 2, Physics 1.5, Famous Scientists 1, Computer Science 1)
- English 12 (US Literature 4, World Literature 4, Vocabulary/Interdisciplinary 2, English Grammar 1, Foreign Language 1)
- Social Studies 12 (US History 4, World History 4, Geography 2, Economics/Civics/Psychology 2)
- Miscellany 12 (Current Pop Culture 2, Classic Pop Culture 2, Newsworthy Current Events 2, Visual Fine Arts 1.5, Audio Fine Arts 1.5, Religion 1.5, Mythology 1, Philosophy 0.5)

Virginia-specific topics, especially in history, geography, current events and sports/entertainment, will also be included.

Tossups will be "pyramidal," that is, with several clues and written so that harder clues lead into easier clues. Categories such as foreign language and grammar, which do not lend themselves well to pyramidal questions, will therefore be more prevalent among the directed questions.

*The Commissioner or his designees will attempt to maintain rough equality in average difficulty and standard deviation between matches. Between directed sets in a match, the Commissioner will attempt to maintain equality in average difficulty and, **between the two sets in that match**, an equal difficulty and standard deviation. (Keeping standard deviation of directed sets equal across matches cannot be guaranteed as there are only ten questions in each set.)*

126-9-1 Games-Each game will feature two toss-up rounds and one team round: 15 toss-up questions; team round with 20 directed questions, 10 to each team; 15 toss-up questions.

126-9-2 Toss-up Rounds-Fifteen questions will be asked in each toss-up round for a total of 30 toss-up questions within each game. Any of the four team members from either team may respond by activating the electronic equipment and waiting to be recognized. Once the quizmaster finishes reading the question, a team member must activate the equipment within the designated time.

The default response time for all questions, unless otherwise noted, is 10 seconds.

If there is a tie between the tone indicating time has expired or the timekeeper calling time and the player buzzing in during toss-up rounds (or the beginning of an answer during directed rounds) the tie will go to the player and he/she will have a chance to answer the question.

Otherwise, time will be called, and the quizmaster will give the correct answer and proceed to the next question.

When the timepiece marking the remaining time is not visible to participating players, the timekeeper shall count down verbally the final three seconds of remaining time.

Once a contestant has been recognized, he/she must immediately give the correct answer.

If the quizmaster is unsure of a player's answer, the quizmaster may ask the player to repeat her/his answer – the player MAY NOT change her/his answer. If the quizmaster believes the player has changed her/his answer, the quizmaster will then determine the answer was wrong.

("Immediately" shall be defined as three seconds after the team member is recognized, at which time the timekeeper should call "Time.") Teammates may not confer during the toss-up round. If the game officials rule that conferring has occurred, that will be treated as if that team answered incorrectly, with a five-point penalty for interrupting with an incorrect answer if appropriate.

The quizmaster and judges will determine whether conferring has occurred.

Conferring is defined as:

- *Any verbal or written communication during a tossup between players or between players and audience members (including coaches and players not in the game). Players may, of course, make notes on their own scratch paper, but looking at a teammate's scratch paper, even if that teammate is unaware, is conferring. Coaches are permitted to whisper or write notes to other audience members to see (including other coaches and players not in the game), provided they cannot be seen or heard by players in the game.*
- *Any gestures players make which communicate information about an answer, or gestures made by audience members (including coaches and players not in the game) for players to see. Players are permitted to look at their teammates (provided they don't look at their teammates' scratch paper), hold their buzzers forward and/or extend their arm to indicate they know the answer, or to make appropriate "thinking" gestures.*
- *Players and coaches are allowed to communicate between rounds. Between questions, communication must be limited to brief words of encouragement or deciding whether or not to appeal a particular question.*
- *At any time, players, coaches or audience members may alert the officials to unsafe or unacceptable conditions, either in the room or with a player/official/audience member. This is not conferring.*
- *If a player discovers his lockout system is not working during a tossup, he may signal by saying, "Buzz," or something equivalent. This is not conferring. The question may be thrown out if two or more players say "Buzz" simultaneously (since the equipment malfunction is unexpected and officials are not checking for who buzzed in first).*

If a team is conferring, that team forfeits the opportunity to answer that question.

The quizmaster will accept only the first answer given.

If a player stalls during the giving of an answer, this will be considered incorrect. Stalling is defined as a cumulative pause of three or more seconds after an answer has begun. Likewise, if a player precedes his answer with an interjection such as "Oh no!" the quizmaster will not consider that as the answer. However, it should not be counted as starting an answer.

*If a player in the game stutters or has another physical condition that might reasonably prevent him/her from speaking quickly, this **must** be made known to the tournament director and game officials before the match. The quizmaster should be reasonable in accepting answers from those players; a handicap is not the same thing as intentional stalling.*

NOTE: Only the first answer to a question may be accepted. If a participant gives an answer with two or more parts in an attempt to "hit upon" the correct answer, the quizmaster, with the assistance of the judges, should determine that part of the response that constitutes the first answer. The remainder of the response may not be considered.

If a participant provides two intricately related pieces of information (e.g. author/book, character/work, composer/opus, creator/creation, person/title, etc.) this will be treated as one answer, provided the relationship is correct and the answer to the question must be contained in the two pieces of information. If three or more related pieces of information are given (e.g. a character in a book by an author), only the first two are to be considered.

Acceptable Examples:

- Shakespeare's *Romeo and Juliet*
- *Romeo and Juliet* by Shakespeare
- Shakespeare in *Romeo and Juliet*
- Shakespeare, *Romeo and Juliet*
- Tybalt, *Romeo and Juliet* (character/work)
- Tybalt, Shakespeare (character/creator)
- Alexander Graham Bell, telephone (creator/creation)
- Speaker of the House Dennis Hastert

Unacceptable Examples:

- Tybalt in Shakespeare's *Romeo and Juliet* (three pieces of information, unacceptable if the answer is R&J; acceptable if the answer is Tybalt or Shakespeare)
- Shakespeare's *Carrie* (Steven King wrote *Carrie*, so the relation of the two pieces of information is incorrect)

Each correct answer is worth 10 points. There will be no penalty for an incorrect answer on an uninterrupted question. The opposing team shall have the remainder of the original designated response time for one person to buzz in and respond after the original answer has been ruled incorrect. If time is up, the other team must give an immediate answer.

126-9-3 Interruptions (on toss-up questions only)-If the question is interrupted, the quizmaster will stop reading the question at the point of an interruption. If an incorrect answer is given, a 5-point penalty will be assessed and the question will be reread for the opposing team from the beginning of the sentence in which the interruption occurred. One person from the opposing team may then buzz in to give an answer, with no consultation with team members. If the question is interrupted upon reading the question to the opposing team, no penalty is assessed in the event that they give an incorrect answer. No points are awarded unless they are correct, and the quizmaster moves on to the next question.

126-9-4 Special Procedures for Mathematics Questions-Mathematics questions are read twice.

Unless a mathematics question explicitly asks for the answer to be given in lowest terms or in a certain format (e.g. degrees, radians, simplified radicals), an answer that is mathematically equivalent, can be shown as such in a reasonable amount of time and demonstrates knowledge of the process needed to obtain the answer will be accepted. If a player buzzes in BEFORE the explicit request is made in the question (e.g. buzzes in with 90 degrees before the question asks "in radians") this will also be acceptable.

Acceptable answers would include:

- $2/4$ or $10/20$ for $1/2$
- $1/2$ PI radians for 90 degrees
- 1 divided by the square root of 3 for the square root of 3 divided by 3

Unacceptable answers would include:

- $3+1$ for a question that is "What is 2 plus 2?"

In questions involving units of measurement (square feet, yards, etc), unless the question mentions the unit of measurement (e.g. "How many square yards is..."), the player is expected to give the unit of measurement. If the player provides the correct number, but does not provide the unit of measurement, then the quizmaster will prompt the player (e.g. "Please provide the unit of measurement"). If the player provides an incorrect unit of measurement, then the quizmaster will rule the answer incorrect.

126-9-5 Answering Before Being Recognized-If a team member begins his/her answer after ringing in, but before being recognized, one warning will be issued per team. If the answer is correct when the warning is first given, the team will receive the full 10 points. A five-point penalty will be assessed after the warning for each improper response from the warned team -- a correct response will be awarded 10 points with a 5-point penalty; an incorrect response will receive a 5-point penalty only.

126-9-6 Wrong Person Answers-If the wrong person answers the question, but the proper person was identified, the quizmaster will turn to the first person from the other team to buzz in. If that response is incorrect, the question dies.

If an improper person is identified by the judges and that person initiates a response (right or wrong), then a mistake in question presentation has occurred and the question must be replaced (Sec 126-9-8).

126-9-7 Questions Directed to Teams-Each team will have the opportunity to answer 10 directed questions. At the end of the first toss-up round, the team that has the lower score may choose to answer directed questions "A" or "B." If they select "A," they will have questions directed to them first, and if they choose "B," they will go second. (If there is a tie at the end of the first round, the quizmaster will flip a coin with the team who is first alphabetically calling the toss. The winner of the coin toss will then select the order of questions.) During this part of the competition, team members may confer and all answers will be given by the team captain unless he/she explicitly designates another team member to answer a specific question. The team captain shall wait until the entire question has been read to respond. If a team fails to answer a directed question within the designated time, or answer incorrectly, the question will go to the opposing team.

Players may choose to get up from their seats, or move their seats around, for the directed question round.

During directed questions, the captain or her/his designee must begin an answer before the designated amount of time expires. The designee cannot designate someone else. Designating a teammate DOES NOT count as starting an answer. If time expires while an answer is being given, the person answering must finish the answer without stalling. Stalling is defined as a cumulative pause of three or more seconds after an answer has begun.

Ten points will be awarded to the team with the correct answer.

No penalty will be assessed during directed questions if the captain or her/his designee interrupts the reading of the questions and then gives an incorrect answer. However, the other team will have the opportunity to hear the question in its entirety and have ten seconds in which to confer. For computation questions, the other team will have the chance to hear the question in its entirety twice and have the designated time in which to confer.

Questions will be alternated between teams, with the first question given to team A and the second question given to team B, etc. If a team fails to answer a directed question within the designated time, or answers incorrectly, the opposing team will be asked by the quizmaster to give an immediate answer within the remainder of the designated time or immediately if the buzzer has already sounded without having the question reread.

If the team to whom the question was directed answers incorrectly, the opposing team must begin its answer within the remainder of the designated time or immediately if the buzzer has already sounded.

There are 20 and 30-second computation questions in the directed round. When questions have a longer response time, that question will have a written-in lead to clarify, for example: "This is a 30-second calculation question." Math tossups and directed conceptual questions will be 10 seconds.

126-9-8 Mistake in Question Presentation-If the quizmaster misreads a question or presents in a way contrary to existing rules, the judges will confer with the quizmaster and rule whether a mistake in presenting the question has occurred. The judges' decision will be final. If it is ruled that a mistake in presenting the question has occurred, the judges will void the question and substitute a new question for both teams, if the mistake occurs in the toss-up rounds. If a mistake is made by a quizmaster in a directed question (such as giving a correct answer before the second team has had an opportunity to answer), a **replacement** question will be directed only to the second team.

Replacement questions shall correspond to the round in which the mistake occurs (for example, the replacement question for a mistake made in the toss-up round must come from the longer, pyramidal questions, included for end of match tie-breakers. If the mistake occurs in the directed session, the replacement question must be one of the shorter questions (or computation question), included at the very end of the match tie-breakers.

Toss-up questions refer to those in rounds one and three only. Directed questions are those in round two. Presentation refers to actions of all officials at discretion of quizmaster.

126-9-9 Answers Involving a Person's Name-If the answer to a question involves a person's name, the answer will be considered correct if only the last name is given, unless the question specifically calls for the first and last name or if a first name is required to properly identify a specific person. If an incorrect first **or middle** name is given, in either case, the answer will be considered incorrect, even if the proper last name is given.

If a question does not specifically call for a first name answer but a first name or full name is needed to ascertain the correct answer (e.g. Robert, John F., or Ted for Kennedy; or John Adams/John Quincy Adams for Adams; or George W. Bush/George H.W. Bush for Bush), the quizmaster will prompt the player to "Please be more specific."

126-9-10 Contesting-A team coach or designated assistant coach must contest or appeal a decision of the quizmaster or judges and note the reason for his/her protest at the time he/she believes there has been an error and not more than two questions later. However, the protest will be resolved only at the end of the match. The judges will consult both head coaches before reaching a decision. The judges' decisions are final.

If questions are raised about the correctness of an answer a player gives and there is easy agreement of players, coaches and/or judges on the appropriate response, the issue may be resolved immediately and the score adjusted as appropriate. This resolution may include throwing out the question, but ONLY if both coaches agree.

If agreement is not easy or immediate (10-15 seconds), the game officials will make a decision. A coach may then make a formal protest. A player may ask their coach to make a formal protest, but the final decision to protest lies in the hands of that team's coach(es).

If points are a factor in tie-breakers (for example, in a round robin format), then all protests must be resolved. If points are not a factor in tie-breakers (for example, in head-to-head or double elimination format), then the protest will only be resolved if it could change the outcome of the match.

The judges will consult both head coaches before reaching a decision. The judges' decisions are final.

If the judges or their designee(s) cannot provide a resolution to a formal protest after fifteen minutes of research, the initial decision of the game officials will stand, and the answer(s) printed on the question sheet will be regarded as correct. The tournament director will then contact the question provider with this protest, so he/she can make necessary adjustments.

126-10-1 Declaring the Winner- The team with the highest number of combined points in the toss-up and team rounds will be declared the winner of that game. If a tie exists at the conclusion of the final toss-up round, toss-up questions will be asked one at a time until the score changes, either because one team gets a correct answer or is penalized, thus breaking the tie. All rules applying to toss-up questions will also apply to tie breakers.

If a team, which has previously been warned or penalized for answering before being recognized, buzzes in during tie-break and correctly answers the question but does so before being properly recognized, that team will earn ten points, minus a five point penalty, for a net gain of five points, and that team will be declared the winner.

The team with the best win-loss record shall be declared the state champion, and the team with the second best win-loss record shall be runner-up, and so on. In the event of a tie in win-loss record, the tie breaker shall be determined by head-to-head whereby the winner is selected based on which team won when the two played each other. If a head-to-head tie exists, the second tie breaker shall be total points scored in the tournament.

The third tie-breaker shall be a 15-question toss-up with a "sudden death" tie breaker question if necessary. In the event of a three-way tie (on third tie-breaker), one school of the three shall be drawn from a "hat" and that school will get a first round BYE for the toss-up round. The other two schools play, then the BYE team plays the winner of the two other schools in a second round.

One of the score sheets will be considered the official score sheet. Each team's coach must sign the score sheet at the conclusion of the match to indicate his/her acceptance of the final score and to forfeit the right to make further appeals.

A coach's refusal to sign the score sheet does not guarantee the right to further appeals.

126-11-1 Substitution-Substitutions are recommended, but not required. Substitutions may be made only at the end of the first toss-up round, or after both teams have answered directed questions. If the captain is replaced by a substitute before the directed questions round, a new captain must be designated.

If there are extenuating circumstances such as illness, a team may substitute in the middle of a round. Extenuating circumstances are determined by the tournament director (or quizmaster if tournament director is not available).

126-12-1 Scoring-Ten points will be awarded for each correct answer. Five-point penalties will be assessed for interrupting a toss-up question with an incorrect answer and/or for answering without being recognized as outlined in 126-9-3 and 126-9-5. A double penalty will not be assessed against a single team on any one question.

Score checks should be made after each round, and at the request of either coach.

The quizmaster, with the help of the judges, must inform all officials, players, coaches and audience members when a five-point penalty is given.

126-13-1 Officials-Each quiz room shall be staffed with the following personnel: a quizmaster; at least one judge, who will also keep score; and a timekeeper. Each participating team will provide a scorekeeper, who will confirm results with the judge(s). The quizmaster, judge(s) and timekeeper must be adults. The decision of the judges is final.

Adults are defined as anyone who is out of high school and over the age of eighteen.

Ideally, the room should be set up with quizmaster and staff positioned centrally or equidistant between both teams, and both players and officials facing the audience, forming three sides of a square and the audience forming the fourth side. If the quiz room contains a stage, both players and officials should be on the stage. See diagrams for acceptable playing room configurations on next page.

Separate copies of instruction sheets for game officials should be provided. Legitimate copies of those sheets shall have the same weight and force as information contained in this document.

126-14-1 Awards-Each conference and regional council shall adopt a program of awards for its Scholastic Bowl competition. The Virginia High School League shall present trophies to the teams placing first and second in the championship game in each group. Medals, not to exceed 12 per team, will be awarded to the individual team members of the first and second place teams in each group.

Suggestions and Instructions for Scholastic Bowl Meet Directors – Conference/Regional

MEMORANDUM TO: Conference Scholastic Bowl Directors
FROM: Lisa Giles, VHSL assistant director
RE: Tournament kit

Enclosed are the materials to assist you in the conduct of a Conference/Regional Scholastic Bowl Meet. We assume that the date and time for the meet have been set, and that you have been named director of the meet. If you are not the meet director, please forward this package to the appropriate person or call the VHSL office. Included in this kit are:

The rules and regulations for Scholastic Bowl were approved by the Executive Committee and added to the VHSL Handbook in Section 126. A copy of that section is enclosed with other material we think will help you run your competition as efficiently and fairly as possible.

The state tournament will be held at the College of William and Mary on Saturday, February 25, 2017. The deadline for conference tournaments is January 28 and for regional tournaments is February 18.

We call your attention to rule 126-6-1 Competition Format. It reads as follows:

Conferences and regions holding qualifying tournaments must follow state guidelines governing the tournament format. The state guidelines are not mandatory for regular season competition or for tournaments independent of the VHSL series.

Any conference or region holding a single qualifying event to determine who advances to the next level must follow the VHSL guidelines for competition, and the guidelines permit either a double-elimination tournament or a round-robin tournament (as used at states) in which every team meets every other team.

If a conference holds a regular season of multiple academic competitions and uses that series to determine which schools advance, the competition format may vary from the VHSL format. And, if no more than two schools in a conference want to participate, the conference may designate the school(s) as the conference's representative(s) in a regional tournament.

We have enclosed copies of instruction sheets used at the state level for all tournament personnel. We thought those instructions might be helpful as you direct your personnel.

If you have questions, please call Lisa Giles at 434.977.8475 or Fred Campbell, our commissioner, at 540.798.8607 (cell) or vascholasticbowl@gmail.com. We do not regulate the source for questions used in regular season or at the conference/regional level, but state questions are developed and/or approved by Mr. Campbell, and all inquiries about tournament questions should be directed to him.

We hope that you have a wonderful tournament and that your winners represent you well.

LRG/sdc

VHSL Scholastic Bowl Sample Double-Elimination Pairings Brackets

*If AA beats BB, AA is the undefeated champion. If BB beats AA, each has one loss and the two schools will play a re-match for the championship.



VHSL Scholastic Bowl

Information for Tournament Directors

The following guidelines apply only to directors of conference or regional tournaments following the VHSL guidelines.

Working with the tournament director (TD) will be the following staff: quizmasters, judges, timekeepers and scorekeepers. Each conference and region shall establish procedures for procuring the staff for Scholastic Bowl tournaments. Each school may be required to provide an adult staff member to work the matches. It is strongly recommended that officials working the matches be familiar with the rules, interpretations and guidelines in this Manual. Staff should not be assigned to matches involving schools in which they have a vested interest. Tournament formats may vary depending on the number of participating schools. Typical staffing for a match will be a quizmaster, one or two judges, a timekeeper and two scorekeepers. Scorekeepers will work the matches in which their schools compete. The TD should provide an assignment sheet covering quizmasters, judges and timekeepers for each round.

Responsibilities of Tournament Director (*indicates may be delegated to staff)

1. Account for assigned staff and be sure all know which matches they are working.
2. Answer questions and resolve issues arising within the staff. In the rare case that any questions or issues remain unresolved, then the TD should contact the commissioner.
3. Before the tournament:
 - Ensure the items on the tournament sheet are checked off.*
 - Hold meetings for the staff: quizmasters, judges and timekeepers.* Coaches may be included in this meeting or attend a separate meeting to go over rules and procedural questions.
 - Make sure that tournament staff, personnel and coaches sign Security Agreement.
 - Ensure that each room is set up in accordance with Section 126-13-1.*
4. At the beginning of each round:
 - Be sure that the staff assigned to matches are present,
 - Distribute the question-and-answer sets for the round to the quizmaster, and judges (it is extremely important that the correct question-and-answer sets be used.)
 - Be sure that match officials have all of the materials needed for the match.
5. At the conclusion of each round:
 - Collect the completed score sheets from the two scorekeepers and verify that the official score of the lead judge matches the scores from the two teams' scorekeepers.*
 - Obtain signature of each team coach on the official score sheet. This indicates each coach's acceptance of the final score and forfeits his/her right to make further appeals.*
 - Enter the official scores of matches and the names of the winning and losing teams in the appropriate places on the official draw sheet.*
 - Be sure that each team still in the competition knows when and where their next match takes place.
 - Be available to assist in any unresolved protests or disputes.
6. At the conclusion of the final round:
 - Report the name of the winning and second-place teams to the VHSL.
 - Participate in the awards ceremony, which will take place 10 minutes after the conclusion of the final round.
 - Account for all official score sheets

VHSL Scholastic Bowl Security Agreement

I understand that seeking access to or sharing content of Scholastic Bowl competition questions (or answers) used in the current season is a sportsmanship violation.

I understand that it is also my duty to secure the content of competition questions (and answers). I understand that I may not:

- discuss questions or answers with anyone other than the tournament director or quizmaster
- make copies of questions or answers
- share hard copies of questions or answers
- forward or otherwise electronically transmit questions or answers

Name (Print)

I am a:

- _____ Quizmaster
- _____ Judge
- _____ Timekeeper
- _____ Coach
- _____ Tournament Director

Name (Signature)

Tournament Director, please distribute and collect after officials' meeting.

VHSL Scholastic Bowl

Information for Quizmasters

Quizmasters should be assigned to matches between teams with which they have no connection or vested interest. If you find you have been assigned to matches involving a team with which you have a connection or interest, notify your tournament director or group coordinator as soon as possible so that assignments can be changed. You are expected to have some knowledge in the academic fields from which questions are drawn, but you do not have to be an expert in any of the fields. Some familiarity with the fields will aid in pronunciation, appropriate presentation of questions, and determining the correctness of answers (if they are not identical to the answers provided).

You will be given an opportunity to study these instructions ahead of time, but you may not see the questions until shortly before the competition. During or following your training, peruse the questions and clarify anything that is in doubt before the academic competition actually begins.

You will be in charge of all aspects of the matches you work. You will read the questions and otherwise establish the sequence and pace of the activities, including coordinating the activities of the other officials. You must know the roles of the other officials and defer to them, when appropriate, or prompt them, if necessary. It is not the quizmaster's duty to be an entertainer or "personality." Quizmasters must refrain from elaborating on or discussing answers. Following are specific procedures you should follow during academic competitions.

General Rules

- 1. In general, questions are read only once;** however, math questions are read twice. The only exception to this rule is when a contestant interrupts (i.e., buzzes in while you are still reading the question). In such cases, when the answer given is incorrect, the question should be re-read for the opposing team from the beginning of the sentence in which the interruption occurred (126-8-1).
- 2. You may accept an answer only from the recognized contestant** (i.e., the one identified by school and buzzer number by the timekeeper) in the toss-up sessions and the team captain or his/her explicit designee in the directed session. If you do not hear an answer clearly, ask the contestant to repeat it exactly as originally stated. If the answer is changed in any way, judge it incorrect (126-9-2).
- 3. Accept only the first answer.** If a contestant gives an answer with two or more parts in an apparent attempt to "hit upon" the correct answer, the quizmaster, with the assistance of the judges, should determine what part of the response constitutes the first answer. The remainder of the response may not be considered. If a participant provides two intricately related pieces of information (e.g. author/book, composer/opus, etc.) this will be treated as one answer, provided the relation is correct. Examples include "Romeo and Juliet by Shakespeare," "Shakespeare's Romeo and Juliet," etc. "Shakespeare's Carrie", however, would not be accepted. The judges will be the final arbiters of what constitutes two intricately related pieces of information (126-9-2).
- 4. Prompt if part of the required answer is given.** The required part of the answer will be marked on the question sheet, usually by bolding and/or underlining the text. Only one prompt ("I need more information.") can be given. Therefore, if the answer is Hank Williams, Sr., and the player's first response is "Williams," the quizmaster will need to prompt. If the player gives an answer of "Hank Williams," the quizmaster will declare the answer incorrect as the player did not give a complete answer. Pronunciation is sometimes a concern. On any question whose answer involves foreign words or terms, should there be ambiguity, misunderstanding or confusion in the quizmaster's mind regarding the pronunciation of the answer or should the opposing team protest the answer, the quizmaster will simply ask the first team to spell the contested word or words. If the spelling is correct, the answer is accepted as correct. If the spelling is incorrect, the quizmaster and judges will determine whether or not the spelling is close enough to indicate that the team knew the correct answer. (e.g) "P-e-p-p-i-n" should be acceptable for "Pepin the Short," or "A-g-i-n-c-o-r-t" should be acceptable for "Agincourt" (126-9-2).
- 5. The answers printed on the question sheet should not be regarded as infallible or the only acceptable responses.** If the judges feel that a player has given an answer that is equivalent to the answer on the question sheet, they are allowed to accept it as correct, but an opposing coach or active player may choose to make a formal protest of the decision to accept the answer. Likewise, if the judges feel that an answer on the question sheet is incorrect, they should feel free to disregard that, and a coach or active player can choose to make a formal protest that the answer is correct.
- 6. Contestants must answer immediately after buzzing in and being recognized** by the timekeeper (i.e., identified by school and buzzer number). Throughout this document, responding immediately means starting the answer within three (3) seconds of being recognized (126-9-2).
- 7. Team members may not confer during toss-up sessions;** however, they may confer during directed sessions (126-9-2).

Specific Procedures

- 1. Before the match begins,** be sure that the judges, scorekeepers, and timekeeper have the materials and equipment they need, and the lockout box system is working properly. Judges need a scoring sheet and the question-and-answer set for the appropriate round of the competition. Scorekeepers need scoring sheets and the timekeeper needs a digital watch with which he/she can time ten seconds as well as a copy of the questions, so he/she can know when to start the timer. Answer any questions the other officials have about their roles. It is essential that you have the right question-and-answer set for each round of competition. Do not proceed if you have any doubts. Contact your group coordinator or the tournament director.
- 2. Starting the match.** At the designated starting time, introduce yourself and the other officials in the room. Start all matches on schedule to avoid the possibility of compromising questions and answers. Then ask the team members to introduce themselves and their coaches, and identify the team captain. Suggest that team members test the equipment at this time. Read the "Official Introductory Format" and ask if coaches or team members have any questions about the rules.
- 3. First toss-up session.** Start the match by announcing the first toss-up session. Proceed with Toss-up Set 1. Read the first question and wait until a contestant buzzes in. If no one buzzes in within the designated time after the question has been read, the timekeeper will call time and you should give the correct answer and proceed to the next question. If a contestant does buzz in within the designated time, you or the timekeeper will identify the contestant who buzzed in by school and buzzer number. He/she must respond immediately. The timekeeper will call time when three seconds expire. Following a correct response, say something like "That is correct. 10 points for 'xxx'." If the answer is incorrect, refer the question to the opposing team, saying something like, "That is incorrect. Can you take it 'xxx'?" One of the opposing team members must then buzz in within the remainder of the designated time (or immediately if the designated time has already expired) and be recognized before answering the question. Once a contestant is recognized, he/she must start his answer immediately. If both teams fail to answer a question correctly, give the answer and proceed to the next question. Continue the remainder of the 15 questions in Toss-up Set 1 following the same procedures. Announce the score at the end of the first toss-up session (126-9-2).

Note: The default response time for all questions in the toss-up round, unless otherwise noted, is 10 seconds.

Interruptions. If a contestant buzzes in while you are reading the toss-up question, stop reading immediately, even mid-word. Then follow the same procedures as if you had completed the question. If the answer is incorrect, however, assess and announce a 5-point penalty and re-read from the beginning of the sentence in which the interruption occurred. Any member of the opposing team may then buzz in within the remainder of the designated time (or immediately if the designated time period has already expired). In the unlikely event that the opposing team also interrupts and answers incorrectly, it will not be penalized (126-9-3).

Answering before being recognized. If a contestant answers a question without buzzing in or after buzzing in but before being recognized, give the team a warning and award it 10 points if the answer is correct. If the answer is incorrect, refer the question to the opposing team in the usual manner. Give a 5-point penalty each time a team answers before being recognized after its one warning; however, the team may continue to earn the 10 points for correct answers (for a net of 5 points). A team may be assessed only one 5-point penalty per question even if it has more than one infraction (e.g., an interruption followed by an incorrect answer and answering before being recognized) (126-9-5).

Wrong person answers. If another person on a team answers a question other than the person who buzzed in and was recognized, the team will not receive credit for the answer even if it is correct. Without indicating if the answer is correct or incorrect, indicate that the wrong person answered and refer the question to the opposing team. In the rare case that a contestant buzzes in first and a member of the opposing team answers, the answer should be ignored and the contestant who buzzed in should be asked to respond. If the contestant who buzzed in is incorrect, the question "dies." You will read both teams the answer, and move to the next toss-up (126-9-6).

Mistake in reading question. In the rare case that a mistake is made in the reading of a toss-up question and the mistake cannot readily be corrected, substitute the first question on the Extra Questions Sheet for that round of competition. If you need more than one extra question in the round, use the second question, etc. In general, correct mistakes on directed questions as long as the question is not compromised. If the mistake occurs in the directed session, the replacement question should be one of the first shorter questions (or computation question) included at the very end of the match tie-breakers. Other situations that may cause a

question to be replaced would include an audience member blurring the answer to a question (read the replacement question to one of the two teams only if necessary), facts within the body of the question contradicting each other, or by mutual agreement in handling a protest (126-9-8).

- 4. Directed question session.** This session follows the first toss-up session. Announce the start of the directed questions session, reminding the teams that only the captain can answer unless he/she explicitly designates another team member to answer a specific question. Give the team that has the lower score an opportunity to select the order of questioning by selecting either Directed Set A (it goes first) or Set B (it goes second). If the score is tied, flip a coin and ask the team that is first alphabetically to call heads or tails while the coin is in the air. Give the team winning the coin toss the choice of selecting Set A or Set B. Direct the first question in Set A to the appropriate team, then direct the first question in Set B to the other team. Continue asking questions, alternating from one team to the other (126-9-7).

Procedures during directed questioning are different from the toss-up procedures. Buzzing in is not required. Team members may confer with each other, but the team captain, or his explicit designee, must give all answers. The captain will have a designated amount of time after the completion of the reading of the question to confer and start his answer. If the team answers incorrectly or does not begin their answer before the timekeeper calls time, refer the question to the opposing team captain without re-reading the question, calling for an immediate response (the timekeeper will call time after three seconds). When an answer is given, say either "That is correct. 10 points for 'xxx'" or "That is incorrect." At the end of the directed questioning, announce the score.

No penalty will be assessed during the directed questions if the captain or his/her designee interrupts the reading of the question and then gives an incorrect answer. However, the other team will have the opportunity to hear the question in its entirety and have ten seconds in which to confer. For computation questions, the other team will have the chance to hear the question in its entirety twice and have the designated time in which to confer.

Note: the default response time for all questions in the directed round is 10 seconds. When questions have a longer response time, that question will have a written-in lead to clarify, for example: "This is a 30-second calculation question."

Team member other than captain answers. If a team member other than the captain, or a person explicitly designated by the captain, gives an answer, ignore it (you may act as if this is part of the team members' discussion of the question). Wait for the captain or his designee to give the answer until time expires. If multiple team members are giving an answer, you may ask the captain to give an answer for her/his team.

- 5. Second toss-up session.** Announce the second toss-up session, which concludes the match (unless there is a tie). Proceed just like the first toss-up session, except that the questions will be read from Tossup Question Set 2.
- 6. Concluding the match.** After the second toss-up session questions are completed, consider any outstanding appeals. If there are no appeals or after any appeals have been resolved (see below), announce the final score, congratulate the teams, and dismiss them. Collect all official question-and-answer sets and scoring sheets and put them back into your notebook.

Handling Unusual Circumstances

- 1. Ties.** If the two competing teams have the same number of points at the end of the second toss-up session, continue the match with a sudden-death toss-up tiebreaker. In the tiebreaker, use any unused questions on the Extra Questions Sheet until one of the teams achieves a point advantage, following the same procedures as in the regular toss-up rounds. The match ends when one team achieves a point advantage, either by answering a question correctly or by the opposing team being penalized. In the unlikely event you run out of questions, contact the tournament director or group coordinator for more questions.
- 2. Appeals.** A coach may contest a decision at the time he or she thinks a mistake has been made, but no later than after TWO additional questions have been asked, and will be adjudicated at the end of the match (i.e., the end of the second toss-up session). If points are a factor in tie-breakers (for example in a round robin format), then all protests must be resolved. If points are not a factor in tie-breakers (for example in a head-to-head or double elimination format), then the protest will only be resolved if it could change the outcome of the match. (Note: Appeals may not be considered at the end of the first toss-up session even if it could affect the order of directed questions.) If an appeal is made, you and the judges should discuss the appeal with both teams' coaches, make a

decision, and adjust the score to reflect the decision. In almost all cases the judging panel's decision is final; however, if necessary, questions regarding an interpretation of the competition rules may be referred to the tournament director. See the Handbook and the Commissioner's Interpretations for further guidelines on how to handle appeals (126-9-10).

VHSL Scholastic Bowl Official Introduction

(To be read by quizmaster prior to start of the first match)

The match will consist of two rounds of 15 toss-up questions, with a round of 10 questions directed to each team between the two tossup rounds. Substitutions may be made at the end of round 1 or round 2 but not during a round. Members of the audience shall refrain from providing any form of assistance to the competitors at any time during a match. Judges shall assess appropriate penalty for any such violation. During the tossup portion of the contest, the first student to buzz in with the correct answer will receive 10 points. If an incorrect answer is given after the question is completed, there is no point penalty and one member of the other team may buzz in within the remainder of the designated time limit. If time is up, the other team must give an immediate answer (within 3 seconds). Should a tossup question be interrupted and answered incorrectly, the team is penalized 5 points, and the question is re-read from the beginning of the sentence in which the interruption occurred. A member of the other team may then buzz in with an answer. Each correct tossup answer is worth 10 points. If a student buzzes in and answers a tossup before being recognized, that team will get a warning. If someone on that team buzzes in later in the match and answers without being recognized, the team will be penalized 5 points—either +5 for a correct answer (10-5) or -5 for an incorrect one. Teams will not be double penalized for an incorrect interrupt and answering before being recognized on the same question.

The default response time for all questions, unless otherwise noted, is 10 seconds. When questions have a longer response time, that question will have a written-in lead to clarify, for example: "This is a 30-second calculation question."

At the beginning of the round of directed questions, the team that has the lower score at the end of the first tossup round will select questions "A" or "B," which will be alternated between teams. If there is a tie, a coin toss will determine who has the choice, with the team coming first alphabetically making the call. Question 1A will be read first followed by 1B. During the round of directed questions, the team members may consult with one another but only the captain or his or her designee may give the answer. After the question is read, the team must begin its answer within the designated time limit and before the sound of the buzzer. If the team to whom the question was directed answers incorrectly, the opposing team must begin its answer within the remainder of the designated time or immediately if the buzzer has already sounded.

Scores will be stated at the end of the first toss-up round, the end of the directed round, and at the end of the game. A coach may contest a decision at the time he or she thinks a mistake has been made but no later than after TWO additional questions have been asked. If points are a factor in tie-breakers (for example in a round robin format), then all protests must be resolved. If points are not a factor in tie-breakers (for example in a head-to-head or double elimination format), then the protest will only be resolved if it could change the outcome of the match. All judges' decisions are final.

Please refer to the Handbook and the Commissioner's Interpretations for further details about the rules.

At this time, I ask that everyone turn off their cell phones or any device that may disrupt the round.

Finally, I will remind all present that seeking access to or sharing content of competition questions and answers before they are formally released by the Commissioner at the end of the Scholastic Bowl season – whether intentional or unintentional, in casual conversation, writing or through electronic means -- is a VHSL sportsmanship violation.

VHSL Scholastic Bowl Information for Judges

Judges should be assigned to matches between teams with which they have no connection or vested interest. If you find you have been assigned to matches involving a team with which you have a connection or interest, notify your group coordinator or tournament director as soon as possible so that assignments can be changed, if possible. You are expected to have some knowledge in the academic fields from which questions are drawn, but you do not have to be an expert in any of the fields. To the extent possible, judges are assigned so that one will have a background in math and/or science and the other will have a background in language arts and/or social studies. You may be asked to make judgments about the correctness of certain answers, but your judgments during questioning will be limited primarily to whether or not an answer given is equivalent to one of the correct answers provided in the question-and-answer set. In the case of an appeal at the conclusion of a match, the judging panel (you, the second judge, and the quizmaster) will rule on the appeal.

You should have an opportunity to study these instructions ahead of time, but you may not see the questions until shortly before the competition. During or following your training session, peruse the questions and clarify anything that is in doubt before the academic competition actually begins.

Specific Procedures

- 1. Prior to start of the match.** Obtain the appropriate question-and-answer set and a scoring sheet from the quizmaster. Familiarize yourself with the content of the question-and-answer set.
- 2. During the match.** Follow along as the quizmaster reads the questions and alert the quizmaster to any misreading. It is your responsibility to determine if contestants buzz in before the quizmaster completes the reading of the question (this is an interruption). If the quizmaster is interrupted and the response is incorrect, remind the quizmaster to penalize the team 5 points. Listen for contestants' responses to determine whether or not the answer is correct in case the quizmaster asks for your help. Observe the contestants to be sure that they do not confer on toss-up questions, that the officially recognized contestant is answering, and the teams are otherwise conforming to the rules and procedures.
- 3. Correctness of responses.** In most cases, the quizmaster will not need judges' assistance in determining if an answer is correct. The question-and-answer set will have the required part of the answer noted, usually by bolding and underlining the text of the required part. No prompting is necessary if the required part of the answer is given. If there is a question about the correctness of a contestant's response, confer with the other judge and the quizmaster before deciding whether or not to award points for the answer. Accept only the answer given in the official question-and-answer set for the match or some reasonable equivalent. If the answer on the official question-and-answer set is incorrect, award points if the correct answer can be easily determined, or throw the question out if both teams are agreeable. For other problems, coaches may note an appeal which will be adjudicated at the end of the match (i.e., after the second toss-up session). See #5 below. Unless the question requires both first and last names, contestants need to give only the last name of persons as their answer.
- 4. Accept only the first answer.** If a contestant gives an answer with two or more parts in an apparent attempt to "hit upon" the correct answer, the quizmaster, with the assistance of the judges, should determine what part of the response constitutes the first answer. The remainder of the response may not be considered. If a participant provides two intricately related pieces of information (e.g. author/book, composer/opus, etc.) this will be treated as one answer, provided the relation is correct. Examples include "Romeo and Juliet by Shakespeare," "Shakespeare's Romeo and Juliet," etc. "Shakespeare's Carrie", however, would not be accepted. The judges will be the final arbiters of what constitutes two intricately related pieces of information.
- 5. Handling appeals.** A judging panel consisting of the quizmaster and the judges assigned to the match will handle all appeals. Appeals may be considered only at the end of the second toss-up session. If points are a factor in tie-breakers (for example in a round robin format), then all protests must be resolved. If points are not a factor in tie-breakers (for example in a head-to-head or double elimination format), then the protest will only be resolved if it could change the outcome of the match. (Note: Appeals may not be considered at the end of the first toss-up session even if it could affect the order of directed questions.) If an appeal is made, the judging panel should confer with both coaches before reaching a decision regarding the appeal. In almost all cases the judging panel's decision is final; however, if necessary, questions regarding an interpretation of the competition rules may be referred to the tournament director or the commissioner.
- 6. Keep score.** You will be responsible for keeping track of the score, although you will not be the official scorekeeper. Keep score on an official scoring sheet and compare your scores with the scores of the scorekeepers prior to reporting the score to the quizmaster at the end of the first toss-up session, end of the

directed session, and the end of the second toss-up session. If there are disparities among the records of those keeping score, the disparities must be reconciled immediately.

7. **Monitor audience behavior** and ask the quizmaster to announce any problems, such as unnecessary noise, distractions, unauthorized conferring, etc. Unauthorized conferring by team members or a coach will result in that team forfeiting the opportunity to answer the question. Judges should warn and/or remove any disruptive audience member.
8. **At the end of the match**, sign your scoring sheet and give it to the quizmaster.

VHSL Scholastic Bowl

Information for Timekeepers

To the extent feasible, each timekeeper will be assigned to only one competition room. You should have an opportunity to study these instructions ahead of time, and you will receive training on the procedures and use of the equipment on the day of competition.

Specific Procedures

1. **Prior to the start of a match**, become familiar with the lockout boxes and timing equipment and be sure all equipment is in good working order. **The default response time for all questions, unless otherwise noted, is 10 seconds.**

2. **Responsibilities during toss-up sessions.** Using the countdown timer provided, time begins as soon as the quizmaster finishes reading each question. When the timepiece marking the remaining time is not visible to participating players, the timekeeper shall count down verbally the final three seconds of remaining time. If time elapses before a contestant buzzes in, say "Time" (most equipment will beep when time has elapsed, but call time orally, as well). After contestants buzz in, stop the countdown timer (but don't reset it yet), recognize the contestant who buzzes in first by school color and buzzer number (e.g., red #2), and reset the lockout boxes (not the timer). The contestant must answer immediately (defined as 3 seconds to start the answer). After three seconds, call time.

When the team buzzing in answers incorrectly or gives no answer within the time allowed, the question is referred to the opposing team. As soon as the quizmaster refers the question to the opposing team, announce how many seconds are left and restart the countdown timer (if any time remains). The opposing team will have the remainder of the time to buzz in. Call time if no one buzzes in before the beeper sounds. If the first team uses up the designated time, the opposing team must buzz in as soon as the question is referred to it. In either case, the answer must be started immediately after they buzz in. Again, call time if they fail to start their answer within three seconds.

If a team buzzes in before a question is completed, you will not have started the timer, and the team has three seconds to answer before you should call time. If that answer is incorrect, the quizmaster will re-read the question from the beginning of the sentence in which the interruption occurred, and the opponent has the full designated time to buzz in and answer the question. When a question has been completed, due to either an answer or the inability to answer, reset all of your equipment.

3. **Responsibilities during directed sessions.** During directed sessions, teams have 10 seconds to confer and then start answering non-computation questions. The time allotted for math questions will vary and the quizmaster will state the amount of time allotted before reading the question. Each math question will be read twice before time begins. The countdown timer will start when the quizmaster finishes reading the question (twice for math). Call time if the team captain (or his designee) has not started answering. If a team fails to answer a directed question within the designated time, or answers incorrectly, the opposing team will be asked by the quizmaster to give an immediate answer within the remainder of the designated time or immediately if the buzzer has already sounded without having the question reread. If the team to whom the question was directed answers incorrectly, the opposing team must begin its answer within the remainder of the designated time or immediately if the buzzer has already sounded. When the timepiece marking the remaining time is not visible to participating players, the timekeeper shall count down verbally the final three seconds of remaining time.

4. **At the end of the match**, reset all equipment so that it will be ready for the next match.

VHSL Scholastic Bowl

Information for Scorekeepers

Scorekeepers are provided by the participating schools and will follow their teams. The quizmasters for the matches you work will have scoring sheets if your group coordinator has not given them to you. You will need a pen to use in completing the score sheets.

Specific Procedures

- 1. Prior to the start of a match**, be sure you have the team rosters for the match you are working, if required, and a scoring sheet. Record the team names and other information on the scoring sheet.
- 2. Record points.** Record toss-up points (10 points for each correct answer and 5-point penalties where appropriate). Record points for directed questions (10 points for each correct answer). Listen for the quizmaster's announcements of point awards and penalties and record them on your scoring sheet. If you are unclear, please ask. Often, the teams, coaches and audience will themselves be unclear. (Note: Teams may not be penalized more than 5 points on any one question.) Use the following symbols for recording scores:

10	Correct answer
-5	Penalty in absence of correct answer
5	Penalty with correct answer
0, X or -	Incorrect answer
- 3. Confirm the scores** with the other scorekeeper and the lead judge at the end of the first toss-up session, the end of the directed session, and the end of the match. If the scores are not in agreement at any point, resolve the differences immediately. Each time the scores are confirmed, report them to the quizmaster.
- 4. At the end of the match**, sign your scoring sheet and give it to the quizmaster.

Scholastic Bowl Scoring Sheet - PAGE 1

Group Number _____

Match Number _____

Room Number _____

YELLOW SCHOOL: _____

RED SCHOOL: _____

Toss-up Session 1

Y1	Y2	Y3	Y4		R1	R2	R3	R4	
				T1					
				T2					
				T3					
				T4					
				T5					
				T6					
				T7					
				T8					
				T9					
				T10					
				T11					
				T12					
				T13					
				T14					
				T15					
Yellow Total:					Red Total:				

Tossup Sessions:

Write each student's name atop the appropriate column.
 Write "10" in the appropriate column for a correct answer.
 Write "5" for a correct answer without being recognized.
 Write "-5" for an incorrect interruption.
 Write "0" for an incorrect answer that isn't an interruption.
 Write a dash "-" or leave blank if there is no answer.
 Total each student's score and the team scores.

Directed Session

	Yellow School	Red School
1A		
1B		
2A		
2B		
3A		
3B		
4A		
4B		
5A		
5B		
6A		
6B		
7A		
7B		
8A		
8B		
9A		
9B		
10A		
10B		

Directed Sessions:

Write "10" for a correct answer.
 Write a dash "-" or "0" if the team passes or gives an incorrect answer.

Scholastic Bowl Scoring Sheet - PAGE 2

Group Number _____ Match Number _____ Room Number _____

YELLOW SCHOOL: _____ RED SCHOOL: _____

Toss-up Session 2

Y1	Y2	Y3	Y4		R1	R2	R3	R4	
				T1					
				T2					
				T3					
				T4					
				T5					
				T6					
				T7					
				T8					
				T9					
				T10					
				T11					
				T12					
				T13					
				T14					
				T15					
Yellow Total:					Red Total:				

Tiebreakers

Y1	Y2	Y3	Y4		R1	R2	R3	R4	
				T1					
				T2					
				T3					
Yellow Total:					Red Total:				

YELLOW SCHOOL

Toss-Up 1 _____

Directed _____

Subtotal _____

Toss-Up 2 _____

FINAL SCORE:

RED SCHOOL

Toss-Up 1 _____

Directed _____

Subtotal _____

Toss-Up 2 _____

FINAL SCORE:

Coach's Signature: _____

Coach's Signature: _____

Judge's Signature: _____

Judge's Signature: _____

Winning School: _____

VHSL Conference Scholastic Bowl Director's Report Form

INSTRUCTIONS: Complete this report in triplicate as soon as possible after the tournament.

TYPE OR PRINT: Send one copy to the Regional Director and one copy to the Virginia High School League office, 1642 State Farm Blvd., Charlottesville, VA 22911, not later than 24 hours after the tournament, and one copy to your conference chairman.

CONFERENCE: _____

LOCATION (School): _____

DATE: _____

FIRST- AND SECOND-PLACE WINNERS:

1. School: _____

Coach: _____ Telephone Number: _____

Team Members: 1. _____ 2. _____
3. _____ 4. _____
5. _____ 6. _____
7. _____ 8. _____
9. _____ 10. _____

2. School: _____

Coach: _____ Telephone Number: _____

Team Members: 1. _____ 2. _____
3. _____ 4. _____
5. _____ 6. _____
7. _____ 8. _____
9. _____ 10. _____

OTHER SCHOOLS PARTICIPATING: _____

Signed: _____, Tournament Director

Address: _____

Date: _____ Email: _____

VHSL Regional Scholastic Bowl Director's Report Form

INSTRUCTIONS: Complete this report as soon as possible after the tournament.

TYPE OR PRINT: Send one copy to the Virginia High School League office, 1642 State Farm Blvd., Charlottesville, VA 22911, not later than 24 hours after the tournament, and one copy to your Regional Chairman.

REGION: _____

LOCATION (School): _____

DATE: _____

FIRST- AND SECOND-PLACE WINNERS:

1. School: _____

Coach: _____ Telephone Number: _____

Team Members: 1. _____ 2. _____
3. _____ 4. _____
5. _____ 6. _____
7. _____ 8. _____
9. _____ 10. _____

2. School: _____

Coach: _____ Telephone Number: _____

Team Members: 1. _____ 2. _____
3. _____ 4. _____
5. _____ 6. _____
7. _____ 8. _____
9. _____ 10. _____

OTHER SCHOOLS PARTICIPATING: _____

Signed: _____, Tournament Director

Address: _____

Date: _____ Email: _____

VHSL Scholastic Bowl Practice/Tournament Question Providers

Fred Campbell will prepare or procure 8 tournament matches for conference competition and 8 tournament matches for regional competition. To ensure question integrity, the SBAC highly recommends tournament directors run conference competitions on January 21 and region competitions on February 4. Coaches must stress with students that they are not to discuss questions, even in casual conversation and especially not via electronic means, until after questions are released at the end of the school year.

The price for using the Commissioner's matches will be \$325 per conference, for as many or as few matches as your conference needs. If the Commissioner gets standings and scores from the regular season and tournament, the price will be \$275. In this way, the Commissioner can gauge the difficulty of the matches. If the Commissioner gets score sheets for all matches, the price will be \$225. Each score sheet needs to have the match number used in that match on it, so the Commissioner can determine which question areas are overly difficult.

Please contact Mr. Campbell at the start of the school year if you are planning to use his questions for your conference and regional tournaments.

Fred Campbell, VHSL Scholastic Bowl Commissioner
738 Delaware Street
Salem, VA 24153

(540) 798-8607 cell
vascholasticbowl@gmail.com

VHSL Scholastic Bowl Practice/Tournament Question Providers

There are numerous companies that provide questions for academic competitions. A partial listing follows. Contact each company for quotes for practice and/or tournament questions. Please note that not all of these providers will write matches in the VHSL (or other desired) format.

Academic Hallmarks (Bob Sauer)
PO Box 998-B
Durango, CO 81302
(800) 321-9218
<http://www.greatauk.com>

Aegis Questions (Matt Laird et al)
4319 W. Devon Ave.
Chicago, IL 60646
(773) 680-0364
aegis@aegisquestions.com
<http://www.aegisquestions.com>

Answers Plus (Robert Pierce)
PO Box 411
Breese, IL 62230
(618) 622-1709
<http://www.quizbowl.com>

High School Academic Pyramid Questions
mattweiner.vcu@gmail.com
orders@hsapg.com
scholasticbowl@hsapg.com
www.vhslscholasticbowl.com

Shawn Pickrell
www.quizbowlpackets.com
(703) 537-0134

NAQT, LLC (R. Robert Hentzel and others)
11521 W 69th Street
Shawnee, KS 66203
(888) 411-NAQT (6278)
<http://www.naqt.com>

Questions Unlimited (Chip Beall)
PO Box 14798
Columbus, OH 43214
(800) 868-1518
<http://www.qunlimited.com>

The Question Connection (Bill Newsome)
730 KY Rt. 3379
Grethel, KY 41631
questionconnection@yahoo.com
<http://questionconnection.tripod.com/>

Triple Q Questions (Rick and Regina Allen)
P.O. Box 305
Vienna, IL 62995-0305
(888) 461-7572
<http://www.tripleqquestions.com>

Avery Enterprises
www.averyenterprises.net

2016-17 Directory of Conference and Regional Events

Outlined below is a digest of conference and region sponsored events as reported by tournament directors or conference and regional chairmen. Where information is incomplete, no information has been relayed to the VHSL.

EVENT	DATE	LOCATION	DIRECTOR & CONTACT
6A-South			
Coastal Conference 1			
Monitor Merrimac Conference 2			
Conference 3			
Conference 4			
6A-North			
Concorde Conference 5			
Liberty Conference 6			
Patriot Conference 7			
Cedar Run Conference 8			
5A-South			
Atlantic Conference 9			
PenSouth Conference 10			
Conference 11			
Conference 12			
5A-North			
Capitol Conference 13	Jan. 7	Edison	Jeff Pandin, JLPandin@fcps.edu
Conference 14			
Conference 15			
Conference 16			
4A-East			
Conference 17			
Ironclad Conference 18			
Conference 19			
Conference 20			
4A-West			
Conference 21-A			
Conference 21-B			
Conference 22			
Conference 23			
Conference 24			
3A-East			
Colonial Rivers Conference 25			
Conference 26			
Conference 27			
Conference 28			
3A-West			
Conference 29			
Conference 30			
Conference 31			
Conference 32			
2A-East	Feb. 4	R.E. Lee-S	David Tibbs, dtibbs@staunton.k12.va.us
Conference 33			
Quad Rivers Conference 34			
Conference 35			
Conference 36			
2A-West			
Courthouse Conference 37			
River Run Conference 38			
Southern Empire Conf 39			
Clinch Mountain Conference 40			
1A-East			
Conference 41			
Conference 42			
Rappahannock River 43			
Conference 44			
1A-West			
Western Gate Conference 45			
Mountain West Conference 46			
Crooked Road Conference 47			
Conference 48			

2016-17 SCHOLASTIC BOWL TOURNAMENTS

Updated: Sept. 15, 2016

NOTE: This listing of tournaments is not complete. If you will be holding a tournament during the 2007-08 school year, please provide the information to Sharon Condoulis at scondoulis@vhsl.org or call 434-977-8475 to be included on an updated listing.

- | | | |
|---------|---|---|
| Oct. 22 | Trojan Academic Tournament
New Kent High School, New Kent
Categories include literature, social studies, science, math (no computational toss-ups), fine arts, current events, pop culture, general knowledge | Matt Duckworth
mduckworth@nkcps.k12.va.us
804-966-9671
New Kent High School
7365 Egypt Road
New Kent, VA 23124 |
| Nov. 12 | Cavalier Classic XIX
University of Virginia, Charlottesville, VA
Held in New Cabell Hall on UVa grounds
All subjects included | Eric Xu, exx8f@virginia.edu
434-465-0561
317 Patriot Way
Charlottesville, VA 22903 |
| Nov. 19 | Cave Spring Invitational XI
Cave Spring High School, Roanoke, VA
Categories include history, science, literature, religion, mythology, philosophy, fine arts, social science, geography, current events, pop culture | Bob Powers, csquizbowl@gmail.com
540-772-7550
Cave Spring High School
3712 Chaparral Drive, SW
Roanoke, VA 24018 |
| Jan. 7 | Metro Richmond Invitational 5
New Kent High School, New Kent
Categories include literature, social studies, science, math (no computational toss-ups), fine arts, current events, pop culture, general knowledge | Matt Duckworth
mduckworth@nkcps.k12.va.us
804-966-9671
New Kent High School
7365 Egypt Road
New Kent, VA 23124 |
| Mar. 4 | NCIS VII
Cave Spring High School, Roanoke, VA
Categories include history, science, literature, religion, mythology, philosophy, fine arts, social science, geography, current events, pop culture; Middle school division also. | Bob Powers, csquizbowl@gmail.com
540-772-7550
Cave Spring High School
3712 Chaparral Drive, SW
Roanoke, VA 24018 |

VHSL Scholastic Bowl Officials Directory

Those interested in appearing on this list should submit name, contact information and credentials to Sharon Condoulis at scondoulis@vhsl.org.

TOURNAMENT DIRECTORS

703 Area Code

Michael Campana, Robinson Secondary, Fairfax, mpcampana@fcps.edu

Jeffrey Pandin, Edison High School, Alexandria, 703-220-2800, Jeffrey.pandin@fcps.edu

757 Area Code

Justin Giroux, Hampton, justin.a.giroux@gmail.com, Giroux@hampton.k12.va.us

QUIZMASTERS

276 Area Code

Alex Zachwieja, Cleveland, 276-889-5415, azachwieja@russell.k12.va.us

434 Area Code

Bobby Markey, Brookville High School, Lynchburg, 434-401-2945, 434-239-2636, bmarkey@campbell.k12.va.us

540 Area Code

Amy Neumann, C.D. Hylton High School, Fredericksburg, 540-538-5609, neumanas@pwcs.edu

Tamara Perry, Fredericksburg, 540-760-7765, tperry91@yahoo.com

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Deon Garner, Warwick High School, Hampton, 757-660-8752, deon.garner@nn.k12.va.us

Justin Giroux, Hampton, justin.a.giroux@gmail.com, Giroux@hampton.k12.va.us

Marilyn Williford, Portsmouth, 757-484-4374, Marilyn.williford@gmail.com

804 Area Code

George Berry, Richmond, georgeberry.vcu@gmail.com

Jane Emrick, Heathsville, 804-724-1192, jeemrick@yahoo.com

JUDGES - MATH

434 Area Code

Bobby Markey, Brookville High School, Lynchburg, 434-401-2945, 434-239-2636, bmarkey@campbell.k12.va.us

540 Area Code

Vernessa Samuel, Bealeton, 540-905-2158, busynessa@gmail.com

JUDGES - SCIENCE

JUDGES - ENGLISH

540 Area Code

Tamara Perry, Courtland High School, Spotsylvania, 540-760-7765, 540-898-4445, tperry@hs.spotsylvania.k12.va.us

757 Area Code

Marilyn Williford, Portsmouth, 757-484-4374, Marilyn.williford@gmail.com

804 Area Code

Jane Emrick, Heathsville, 804-724-1192, jeemrick@yahoo.com

JUDGES – SOCIAL STUDIES

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703 Area Code

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Jeffrey Pandin, Edison High School, Alexandria, 703-220-2800, Jeffrey.pandin@fcps.edu

757 Area Code

Meredith C. Detweiler, Churchland High School, Portsmouth, 757-686-2500, meredity.detweiler@pps.k12.va.us

804 Area Code

George Berry, Richmond, georgeberry.vcu@gmail.com

TIMEKEEPERS

540 Area Code

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703 Area Code

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