

COMPETITION RULES

FOR THE GEOGRAPHY AND HISTORY BEES

1. A team consists of 5 members and 1 alternate. No more than 6 students should be brought to the competition.
2. Double elimination rules will be used for the competition. A team must lose **TWICE** before it is eliminated.
3. Schools that arrive late to the competition may have to **FORFEIT** a round if they missed their opportunity to compete in a round due to tardiness. A forfeit will be considered a **LOSS**.
4. Questions may vary in difficulty. Some may require more than one answer. The questions each team receives are determined by "luck of the draw."
5. The first team to reach **10 POINTS** wins the game **provided it is ahead by 2 points**; however, teams must receive the same number of **original questions**. If the opposing team still has an original question coming, it will be given the chance to answer that question. Questions will be asked alternating between the teams. A coin toss will determine which team receives the first question.
6. Each team must choose one of its members to be the spokesperson. Only the spokesperson can give the team's answer. Team members may prompt their spokesperson while he/she is attempting to answer a question. A team may change its spokesperson, but only between rounds (unless there is an emergency). Alternates may be substituted at any time between rounds if a team member is unable to play because of illness.
7. If a Team "A" misses its question, the other team, Team "B" will be given a chance to answer the same question. Team "B" will receive a point if it answers correctly. Team "B" will then receive the next original question. If team "B" misses its original question, team "A" will get a chance to answer the same question. Team "A" then gets the next original question.
8. A question will be read twice for the team receiving the original question. If the team misses the question, the question will then be read only once for the other team. A team may ask that a question be explained if it feels that the question is ambiguous.

9. Once a question is read for the second time, the team will have 30 seconds to respond with an answer. If a team starts to confer before a question is read completely, the moderator will not continue reading the question and the 30 second time period for answering will begin. If the team has begun its answer when the time is called, it will be allowed to finish the answer. Team members may confer with each other during the 30 second time period. The first answer given by a team is the only one the moderator will accept.
10. If a team gives an answer that is not totally correct, but needs to be more specific, the moderator may ask the team to be more specific.
11. When a team is discussing its answer, the other team must be silent. The audience must also be quiet. The opposing team will be given 30 seconds to discuss its answer **IF** the question was missed.
12. Breaks will be built in between rounds, although they may be only a few minutes in duration.
13. Absolutely **NOTHING** may be written down during the competition. Reference materials may **NOT** be brought to the competition. A school bringing in study materials runs the risk of being **DISQUALIFIED**. This includes bringing materials to study outside the competition area.
14. Each team is allowed only one "challenge" during a round. If a team has answered a question and been told its answer is incorrect, and the team feels that the answer is correct, the team spokesperson may tell the moderator that the team challenges his/her decision. A reason does not have to be given. A team may use a challenge only during **ITS TURN**. **A team may only challenge the answer to its own original question. A team may NOT challenge the other team's answer. Only team members competing in a round may challenge an answer. Teacher-sponsors, coaches, alternates and/or parents may not initiate a challenge.** The moderator will indicate on the scorecard that the team has used its challenge and it **CANNOT** challenge another question during that round.
15. Rounds will be **15 minutes long**. If two teams are still competing when the time is up, the team that is ahead will win the game as long as both teams have had the same number of original questions. The moderator can determine which team received the first original question by placing the coin tossed at the beginning of the round near the team receiving the first question. The other team must then receive the last original question of the round.
16. Teams making it to the **FINAL ROUNDS** will begin with a clean slate of wins/losses. Double elimination will continue to apply.