

PSESD 121 Regional Knowledge Bowl Handbook 2025

Knowledge Bowl is a competitive academic quiz game typically played by high school or college students. It involves teams answering questions on a wide range of topics, including history, science, literature, mathematics, and general knowledge. The questions can be quite challenging and require participants to have a broad knowledge base.

Knowledge Bowl can be an engaging activity. Which can help enhance student's general knowledge and cognitive skills, which could be valuable for achieving future career aspirations in various industries. It originated in Durango, Colorado in 1978 and by 1980 became a statewide tournament among 45 teams throughout Colorado. ESD's in the state of Washington have had regional tournaments for the last twenty years. In 1982-83, the ESD's added a statewide tournament in the spring. Following, you will find general information of the structure and operation of the Knowledge Bowl tournament.

COMPETITION STRUCTURE

The format for the regional competition will follow a power ranking system. Teams will compete in groups of three based on their combined scores from the previous round. They will be grouped by highest to lowest score totals. The only exception will be if a team is paired with a team from the same school. In this case the teams will switch with a group that is one above or below that team's group. If there is a team of two than there score will be multiplied by 2/3. There will be one written round and 3 oral rounds to determine qualification to state. A final fourth round will be played with the top three scores regardless of state ranking to determine to regional champion.

WRITTEN ROUND

The written round has a time limit of 35 minutes for 50 questions. Each team will consist of not more than six members. All six may work cooperatively on the exam which will be scored immediately after the time for the round has elapsed. One player should fill out the answer sheet. They will list their team's name and school. Answers will be identified by filling in the letter. If a mistake is made put an X through the letter and fill in the answer letter. The first oral round room assignments will be posted following the scoring and ranking process.

ORAL ROUND

A six-person team may represent each school. Four team members are selected to participate in oral rounds. Substitutions are permitted halfway through a round. The reader/judge will announce the opportunity to substitute after the 22nd question is finished. Oral rounds consist of 50 questions.

1. Each team must have a designated captain. The captain is the only member who can appeal a question. Team members must be seated facing the reader/judge.
2. A team must press the bar (buzz in) to have the opportunity to answer a question.
3. The reader/judge will announce the number of each question. Once the question has been given, the team buzzing in must respond within 15 seconds. Teams will answer only after being recognized by the timer.
4. A team may buzz in at any time from the start of the question up to 5 seconds after the last team to buzz in.

5. If no team has buzzed in while the question is being read, any one team must buzz in within 5 seconds following the completion of the question.
6. If at least one team has buzzed in and the entire question has been read, a team that has not buzzed in must do so within 5 seconds after the previous team(s) complete(s) an incorrect response.
7. If the team to buzz in answers the question incorrectly, the next team indicated on the timing device will have the opportunity to answer the question. Each team is given 15 seconds to respond. A continuous response may be completed after expiration of time.
8. A team which answers out of turn (before being recognized by the timer) will be disqualified on that particular question and on the alternate question will be given to the two other teams. The team that answered out of turn will lose the opportunity for that point.
9. A question may be re-read only if the team responding to a partially read question answers it incorrectly and the other team(s) has not buzzed in. The team(s) that did not buzz in may request the re-reading of the question. A team that has buzzed in before the question is read cannot request that a question be re-read.
10. A team may quietly discuss the question verbally or in writing.
11. One answer must be given by one spokesperson, either the team captain or his/her designee.
12. All answers must be clear and concise. It is recommended that they begin with "Our/The answer is..."
13. Talking between questions is to be kept to a minimum.
14. If the answer to a question is a name, the last name is acceptable unless the question sheet indicates that a full name is required.
15. Mathematics questions will be announced prior to the reading of the question (i.e., "The next question is a math question.").
16. Pencil and paper may be used for any question. Calculators are not allowed.
17. Any team found cheating will be disqualified from the round and score a zero. No advice can be given by non-participants or team members not participating to the active group.
18. All Cell phone and electronic devices must be turned off and put away. Any use of a phone or electronic device during competition will result in dis-qualification. If a cell phone of a competitor goes off during the competition the team will be deducted 10 points. The exception is a health alert situation. That student must let the reader/judge know of the possibility before the start of competition.
19. Only the designated team captain may address a reader/judge for clarification or a challenge. Other team members, coaches, and audience will not be recognized. The challenge should be recognized at the time of the question. If the reader/judge cannot render a decision following the challenge a challenge form will be filled out by the captain at the end of the session.
20. Each team captain must initial the score sheet at the conclusion of each oral round.
21. If a tie exists at the conclusion of the Championship round, it will be resolved as follows: Ties will be first determined by who scored higher on the written. If a tie still exist between three teams will result in a "mini" oral round of 15 questions. Ties between two teams will be a oral round of 10 questions. If a tie still exists than round of 5 questions will continue until there is a winner.

REGIONAL TOURNAMENT RESPONSIBILITIES

RESPONSIBILITIES OF THE CHALLENGE RESOLUTION JUDGE/TEAM

1. Be familiar with the Regional Tournament guidelines for competition for both the Written Round and the Oral Rounds.
2. The purpose of the Challenge Resolution Judge/Team is to decide whether a given challenge issued by a team is legitimate, and if so to decide how to correct the situation. Be fair and decisive, but work quickly.
3. The Challenge Resolution Judge/Team is not to discuss the challenge in a public format. Communication with the team issuing the challenge should be done through the Team Captain.
4. Share you phone with the scorer room staff for notification if a challenge is received.

COACHES' RESPONSIBILITIES

1. Be familiar with the Regional Tournament Rules for Competition for both the Written Round and the Oral Rounds.
2. Attend the Coaches' Meeting, which will be scheduled at the beginning of the day (or send another adult to represent the team).
3. Designate the Team Captain for each oral round.
4. Work with your team members beforehand to establish a schedule or a method for making substitutions during each oral round.
5. Please remind your team(s) to move quickly from room to room. We are operating on a tight time schedule.
6. Remind your team members to treat the Reader/Judges, Timers, and the facilities with respect.
7. Encourage good sportsmanship and care for the facilities.
8. If your Team Captain issues a Formal Challenge, please make sure that the Team Captain is the one to communicate with the Reader/Judge involved, and with the representative of the Challenge Resolution Judge/Team.

OFFICIALS' & COACHES' RESPONSIBILITIES

WRITTEN ROUND OFFICIALS

Responsibilities of the Monitor

1. Be familiar with the Regional Tournament Guidelines for Competition especially related to the Written Round.
2. The monitor is to also act as the timekeeper. Let teams know of the smart board timer. Remember: The time limit for this round is 35 minutes – announce a final 5 minutes.
5. Each team may have no more than 6 members. Substitutions are not allowed during this Round. Team members who leave their team during this Round for any reason may not rejoin the team until the round is over.
6. When you are ready to begin, the answer sheet first and have the teams print their team name and school. Next distribute the written packet face down. Remind each team to use a pencil to mark their answers. If they can't erase an answer use an X.
7. Neither resource materials nor calculators may be used during this Round.
8. Discussion between team members is allowed. However, you may need to remind teams to keep the noise level down so as not to disturb the other teams in the area.
9. As each team turns in the test packet and the answer sheet, make sure the name of the school and/or team appears on both of them.
10. At the end of the Round, the proctors will pick up the tests and bring it to the scorer room.

TOURNAMENT OFFICIALS -- ORAL ROUNDS

Responsibilities of the Reader/Judge:

1. Be familiar with the Regional Meet Rules for Competition, especially related to the Oral Rounds.

2. Be sure to designate either yourself (Reader/Judge) or the Timer as the Official Scorekeeper.
3. START ON TIME -- We are running this meet on a tight time schedule.
4. Please announce that the Team Name Card should be placed directly in front of the Team Captain. (Make sure you know who each captain is.)
5. Make sure the questions you are reading are for the correct oral round.
6. Read the reminders to the teams and visitors in the room. See attached sheet.
7. Get the teams' attention before you begin reading questions. You may wish to ask if there are any questions about rules or procedures.
8. Remind teams to withhold their responses until they are called upon to answer by the timer.
8. Speak clearly, loudly, and carefully.
9. Begin by having each team hit the buzzer.
10. Announce the number of each question before you read it. Reminder: Reading the question number signals the start of that question. Any teams then buzzing in are to be recognized and should respond as usual.
11. IMMEDIATELY stop reading the question when a team buzzes in. (The Timer is to immediately recognize that team, who will then attempt their response.)
12. Parentheses around part of an answer indicate something that may be optional or additional information and is not required.
13. Alternate answers will be marked as "Also Accept."
14. Acceptable answers are provided for each question. The Reader/Judge is not to use such comments as "Give more information" or "Be more specific." Incomplete answers are to be considered incorrect.
15. After a correct answer is given, the reader judge must announce to the scorekeeper which team (A, B, C) has won the point.
16. Only the Team Captain (or his/her designated team member) may address the Reader/Judge for clarification or a challenge. Other team members, coaches, etc. are not to be recognized.
17. At the halfway point in the oral round (immediately after question 22 in a 45-question round), the Reader/Judge is to remind the Team Captains that substitutions may be made. Please note this is the only time that substitutions can be made.
18. If a question is challenged during the oral round, and the challenge seems reasonable, take appropriate action. You may choose to go to an alternate question, for example. Be decisive, be firm, and be fair. You will make the final decision on all disputes. Do not allow discussion at that point in the round to disrupt or delay the round. Remind a Team Captain who still is questioning a decision that a Formal Challenge can be issued after the round is completed.
19. The Reader/Judge is to monitor the behavior of the teams and audience members (e.g. excessive talking, talking by non-participants, etc.).
20. At the end of an oral round, a Team Captain may wish to issue a Formal Challenge. The challenge may be in regards to the answer provided for a given question, a ruling made by the Reader/Judge, and so on.
 - a. If so, the Reader/Judge should use the sheet provided.
 - b. The form will have spaces for both the Team Captain and the Reader/Judge to explain what happened.
 - c. This Official Challenge form is to be returned to the scoring area along with the score-sheet for that round.
 - d. Please note that a team may only issue a Formal Challenge to questions that they challenged during the round at that time.

Responsibilities of the Timer:

21. The Reader/Judge will appoint either the Reader/Judge or the Timer as the Official Scorekeeper (see responsibilities below).
22. Be familiar with the Regional Meet Rules for Competition, especially related to the Oral Rounds. Be ready to assist the Reader/Judge as needed.
23. Make sure the equipment has been set up and is working properly.
24. The read-out on the timing device must be visible to the contestants. If the equipment is the

type with a read-out on two sides, then the Timer may sit next to the Reader/Judge. If the read-out is on only one side, the Timer may need to sit on the same side as the contestants, being careful to not block their view. It may be possible to set the one-sided read-out equipment up so that the Timer and Reader/Judge may sit next to each. Just be sure that the Timer and the contestants can all see the read-out clearly.

25. Teams are designated by A, B, C on the timing devices as well as on the tables.
26. When a team buzzes in, announce immediately and distinctly which team (A, B, or C) has buzzed in. (Interrupt the Reader/Judge.)
27. Announce when time is up at the end of each 5 or 15-second response interval. When a Question is read completely the teams have 5 seconds to buzz in. If a team buzzes in they Have 15 seconds to answer. If no buzzes in after 5 seconds you move onto the next question.

Responsibilities of the Official Scorekeeper:

28. The school or team name must appear on the scoresheet (as well as A, B, and C).
30. Team captains must initial the scoresheet at the conclusion of each oral round.
31. At the end of each oral round, an the reader or timer will take the score-sheet to the Scoring Headquarters. If you are unable to find the Runner after your round is finished, please personally bring the score-sheet to the Scoring Headquarters as soon as possible.