



YOUTH PROGRAMS

**High School Academic Bowl
for Deaf and Hard of Hearing Students**

Rules and Guidelines

2022 Competition Year

(New/changed information is highlighted in yellow)

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1. INTRODUCTION

The Academic Bowl is an annual competition sponsored by Gallaudet University through its Youth Programs office. **The 2022 competition year consists of three (3) online Regional Academic Bowl competitions and an in-person National Academic Bowl competition.**

This *Rules and Guidelines* booklet governs the Gallaudet University Regional and National High School Academic Bowl for Deaf and Hard of Hearing Students (hereafter Academic Bowl). The Academic Bowl has grown tremendously since its inception in 1997 and is currently entering its **26th year**.

2. OBJECTIVES

The objectives of the Academic Bowl are to:

- foster the pursuit of academic excellence,
- promote a spirit of academic competition and good sportsmanship, and
- encourage social opportunities and collegiality among students.

3. ELIGIBILITY

3A. SCHOOL AND PROGRAM ELIGIBILITY

The Academic Bowl is open to teams of high school students currently enrolled in recognized schools or programs for deaf and hard of hearing students in the United States, Canada, and the United Kingdom. Schools or programs may be residential schools, day schools, mainstream programs, or any other type of educational program having high school-age deaf or hard of hearing students. The Youth Programs office will determine what constitutes “recognized schools or programs.”

The Youth Programs office will give special consideration to two scenarios.

1. When a single school or program does not have enough students to field its own Academic Bowl team, it may ask to assemble a team by combining students from two or more schools or programs in reasonable proximity to each other. In the case of a school district, such as a city or county school system with multiple high schools, district-wide teams may be assembled only when individual schools do not have enough students to field their own teams.
2. A school in a rural area may ask to draw students from a larger geographical area. Other options are for mainstream or home-schooled students to join the team of a local school or program for the deaf. The decision of whether to allow external students to participate on the school’s team is solely based on the school’s discretion.

Written petitions for special consideration will be considered by the Youth Programs office. School and program eligibility decisions will be made on an annual basis. The Youth Programs office may contact individual schools or school districts to verify enrollment numbers.

3B. INDIVIDUAL ELIGIBILITY

All Academic Bowl participants must be deaf or hard of hearing. The Youth Programs office reserves the right to request verification from a school official of a participant's hearing status.

Academic Bowl participants must take all their courses at the ninth-grade level or above. Students taking courses at the eighth-grade level and under are not eligible.

Academic Bowl participants may take college courses, but these courses must not constitute more than 50 percent of the student's total course load. Students taking more than 50 percent of their courses in college or high school-based concurrent enrollment programs are not eligible for the Academic Bowl competition.

Academic Bowl participants are allowed to take classes at two different programs for deaf and hard-of-hearing students. In situations where both programs participate in the Academic Bowl, the participant must join the team of the program with which they take the majority of their classes. If there are any questions, please contact the Youth Programs office.

A student's eligibility for the Academic Bowl is limited to a total of four (4) years. If a student attends high school for five years, that student may participate in the Academic Bowl for only four of the five years. Years of participation need not be consecutive.

3C. ACADEMIC ELIGIBILITY

Each student on an Academic Bowl team must be in good academic standing as defined by their school, program, or school district as of the date of the competition. In particular, Academic Bowl participants must not be on academic probation, academic suspension, or the equivalent from the end of the previous grading period to the date of the competition. The Youth Programs office reserves the right to request verification from a school official that a team member is/was eligible to play.

Where no eligibility requirements exist for extracurricular activities, such as clubs, the school should look to its requirements for athletic eligibility.

3D. ELIGIBILITY FOR NATIONAL COMPETITION

It may happen that a student on a National qualifying team was academically eligible at the time of the Regional competition, but is not academically eligible at the time of the National competition because they are on academic probation, academic suspension, or the equivalent at the time of the National competition. If one member of a Regional team is academically ineligible at the time of the National competition, the team may still compete, but with three players. In the case a Regional team has three players and one becomes academically ineligible before the National competition, the school will be ruled ineligible to compete in the National competition. This player cannot be replaced by another player since the replacement player did not play at the Regional competition. In either case, the team is required to communicate with the Youth Programs office immediately.

All Academic Bowl teams must bring a team to the Regional competition that consists of players who can participate in the National competition. If a school knowingly brings players to the Regional competition who will be unable to go to the National competition, the school's standing for that year's competition will not be recognized and the Youth Programs office reserves the right to suspend the school from the following year's Regional competition.

If a Regional first-place, second-place, third-place team, fourth-place, or fifth-place team needs to be replaced, the team with the next highest score on the wild card test will be invited to the National competition. The same also applies to a wild card team that has already been invited to the National competition. If a wild card team is unable to attend, the team with the next highest score on the wild card test will then be invited to the National competition.

4. REGIONS AND REGIONAL COMPETITIONS

4A. REGIONS

Due to the ongoing global pandemic, for Academic Bowl purposes, the United States will be temporarily divided into three regions. These temporary Academic Bowl regions are known as the Central, East, and West regions. The Youth Programs office reserves the right to make minor changes to the roster of competing teams of each Region every year to ensure factors such as location proximity, time zones, etc. are considered as necessary.

4B. REGIONAL COMPETITIONS

Every year, the Youth Programs office will determine annually the dates and sites of its Regional Academic Bowl competitions. Gallaudet University will always host the National Academic Bowl competition.

For the 2022 Academic Bowl competition year, all Regional competitions will be held online. Competition dates are as follows:

West Regional: February 7 - 18, 2022

Central Regional: February 28 - March 11, 2022

East Regional: March 21- April 1, 2022

Wild Card Test: April 4, 2022

5. REGISTRATION OF TEAMS

Every fall, the Youth Programs office will provide information about registration to schools and programs. Registration takes place online through the Youth Programs website. For the 2022 competition, registration will be on Wednesday, September 15, 2021, beginning at 6:00 pm Eastern Time and ending on Friday, September 17, 2021, at 4:00 pm Eastern Time.

There is no maximum number of teams that can be accepted for the 2022 Regionals Ranking Test. The Ranking Test will determine the maximum total number of teams that can be accepted into each region which is 20. Admission to the Regional competitions will be based on the results of the Ranking Test procedures as explained in the next section.

The registration fee for the 2022 Academic Bowl season is \$250 per school/program. All team registration fees are non-refundable.

The Youth Programs office will send each registered team an email message acknowledging registration. All follow-up communication will be done via email.

If any previously registered team finds that it must withdraw before the Regional Academic Bowl competition, they must notify the Youth Programs office immediately. The first team on the waiting list shall be given the opportunity to take that slot. If that team declines or is unable to take this slot, the slot shall be offered to the second team on the waiting list, and so on. Teams on the waiting list are encouraged to continue practicing in the event of a team's late withdrawal from the competition.

6. RANKING TEST PROCEDURES

6A. REGISTRATION AND RANKING TEST

Due to the large number of teams competing in the Academic Bowl and a limited number of slots in each Regional competition, we have a Zoom Ranking Test procedure for teams. All registered teams will take the Ranking Test to qualify for the Regional competitions. Teams that register between 6:00 p.m. on Wednesday, September 15 and 4:00 p.m. on Friday, September 17

will take the Ranking Test with Gallaudet University Officers (GUOs) during the time period of January 19 - 28, 2022.

6B. RANKING TEST PROCEDURES

The Youth Programs Office will contact each registered school to schedule a day and time for the Zoom Ranking Test. Schools will be allowed to have a minimum of three students and a maximum of six students take part in the Ranking Test. Only students who have participated in the Ranking Test will be eligible to play in the Regional competition (except in certain situations, which the Youth Programs office will consider on a case-by-case basis).

The composition of the Ranking Test will be as follows:

1. Two warm-up questions before the Ranking Test starts to give the team a chance to get used to the format.
2. Sixteen (16) Round 1 toss-up and sixteen (16) bonus questions, with the questions becoming progressively harder as we progress through the round. This will be a team discussion round with players allowed to discuss their answers before submitting them. There is a time limit of one (1) minute for all questions, and an answer must be submitted before time expires.
3. Sixteen (16) Round 2 questions with the questions becoming progressively harder as we progress through the round. This will be an individual round with players taking turns to answer the questions. There is a time limit of 30 seconds and an answer must be submitted before time expires.
4. There will be no Final Round for the Ranking Test.
5. One timeout is allowed per Ranking Test. See Section 23 on Timeouts for more information.

The same match will be used with all schools to determine the top-scoring teams for each Region.

Note: A confidentiality agreement form will be sent to schools before their time slot and it needs to be electronically signed by all players, coaches, and administrators who are in the room during the Ranking Test.

7. COMPOSITION OF INDIVIDUAL TEAMS

Each team may have six (6) players for the Ranking Test. If a team qualifies for the Regional competition, they must decide on four players to represent the school. Those four players must be present during each round of each match (***) . Schools that are only able to field three players must use all three players in each round of each match. No team may compete with less than three players. The Youth Programs office asks that each team plan to field four players. Teams that are only able to bring three players must request advance approval from the Youth Programs office.

(***) During the tournament bracket portion of the National competition only, if an opposing team has only three players, the coach of the team with four players may elect to play only three of his/her players in Round Two. It is entirely up to the coach to determine whether they want to keep all four players in Round Two or sit out one player to play 3 versus 3 in Round Two.

Teams must submit final written rosters of all players and coaches who will be participating in the Ranking Test on/before December 10, 2021. Any roster changes after that date must be approved by the Youth Programs office.

Schools may allow a maximum of two (2) coaches and four (4) players to participate in the Regional and National competitions.

8. POOLS

8A. REGIONAL COMPETITIONS

For the 2022 Regional competitions, the results of the Ranking Test in January 2022 will determine each team's seeding for the Regional competitions. The Ranking Test results announcement video for the **2022 Regional competitions will be posted on the Youth Programs Facebook page on January 28, 2022.**

To learn more about the Regional competition format, please refer to Appendix B.

8B. NATIONAL COMPETITION

For the 2022 National competition, the results of the Ranking Test in April 2022 will determine each team's seeding for the National competition. The Ranking Test results announcement video for the **2022 National competition will be posted on the Youth Programs Facebook page on April 22, 2022.**

To learn more about the National competition format, please refer to Appendix B.

9. COACHES

Teams are strongly encouraged to have two coaches, but must have at least one coach. If there are two coaches, the school or program must designate one of these coaches as the primary contact person.

The Coach's role is to:

- prepare the team for the competition and make decisions about roster changes;
- advise, rally, and support the team during breaks between rounds and matches;
- determine the order in which players sit and answer questions during Round 2;
- call timeouts;
- demonstrate and instill the same moral virtues we expect from the players including honesty, fairness, and respect;
- provide a safe environment for the players, without any stigmas in place
 - For instance, coaches do not make inappropriate comments to their players that may display various -isms including sexism, racism, etc

During the two-minute break between rounds and during timeouts, coaches may advise, rally, and support their teams. At all other times during an online match, coaches must watch their teams with their screens hidden. Coaches cannot communicate with each other via Zoom Chat Window. They can communicate off the screen in any format that does not interfere with the match. For the in-person competition, coaches must watch their teams from their assigned seating during a match. Coaches cannot communicate with each other except via written notes to each other. They may take notes during the competition as part of their coaching strategy. However, coaches are not allowed to copy questions or answers verbatim from the competition.

For the in-person National competition at Gallaudet University, coaches are responsible for their teams at ALL times and are expected to remain at the competition site through the entire competition. In the event of an emergency, or if there is a specific need to leave the site for a brief time (for example, to obtain medical supplies), please speak directly with the Youth Programs office staff on-site to inform them of the situation before leaving the competition site. At least one of the coaches must remain with the team members at all times.

10. FUNDING AND TRAVEL ARRANGEMENTS

The Youth Programs office will fund up to four players and up to two coaches from each participating team in the National competition. This includes transportation, lodging, and all meals during the designated competition period (Friday, May 20 to Monday, May 23). Meals while in transit and before or after the competition period are the school's responsibility. Baggage costs will also be the school's responsibility.

Gallaudet University is committed to following the guidelines set by the United States Centers for Disease Control and Prevention (CDC), and so, as of May 2021, we will be unable to allow any spectators beyond the four players and two coaches allowed from each school to travel to Gallaudet for the National competition. This may include school administrators, alternate players, and family members. This rule is meant to reflect current guidelines, and so is subject to change throughout the competition season.

11. TEAM ATTIRE AND PLAYER ILLNESS

All Regional Academic Bowl players and coaches shall keep in mind that they represent their school, and at the National level, their schools and their regions, at all times, and be conscious of how they present themselves to other Academic Bowl participants and the general public. As such, players and coaches shall wear appropriate and coordinated school or team apparel during the online competition. At a minimum, tops shall include the school name and may include the school or team logo or other design, and the players' and coaches' names or nicknames. Any use of the Gallaudet University logo or the Academic Bowl logo on team apparel must be pre-approved by the Youth Programs office.

The Youth Programs office reserves the right to review team apparel before and during the competition and to request that members of a team change appropriate attire if necessary.

Barring sudden illness or other emergencies, all players are expected to remain in the video call/competition room for the entire match. Should a player need to be removed from a team during a round, the team may continue with three players for the remainder of the match. Should the number of players drop below three at any time during a match, the team forfeits the match.

A player who leaves during a round may not return during that round but may return for subsequent rounds during the match.

12. ACCESSIBILITY ACCOMMODATIONS

Advance notification of all accessibility accommodations is required by Friday, December 10, 2021, to allow appropriate accommodations to be made, and to ensure that the accommodation does not give any individual or team an advantage over any other individual or team.

Interpreters: Students may request interpreters to aid during introductions and objections and other special circumstances. For the online Regional competition, the interpreters will be present on the screen throughout the match. The interpreter will interpret everything that is spoken during the match including players' team discussions. However, the interpreter will not

spell words. They will sign the word or abbreviate the words. For the in-person National competition, the interpreters will not be used during the actual showing of questions and answers.

Vision and Perception: A player may request accommodations for a vision or perceptual impairment; for example, the need for a font style, size, or color change, and a background color or intensity change. If a player needs equipment accommodations such as a close vision monitor, please work with your school/program to obtain loaner equipment for the online competition.

All other situations requiring special accommodations should be brought to the attention of the Youth Programs office by Friday, December 10, 2021.

If a registered school or program changes its roster between registration and Friday, December 10, 2021, and the new player requires special accommodations, the Youth Programs office must be informed of this change immediately. We will do our best to meet the needs of the student if requests are made after the deadline. It is extremely important to make all special accommodation requests before the deadline because if requests are made after the deadline, the Youth Programs office cannot guarantee that the requested accommodations will be provided.

13. ZOOM SET-UP

The Zoom set-up applies to all stages of the online competition (Ranking Test and Regional competitions).

Before the match can begin:

- A. We will ask each player to show us their equipment set-up.
- B. We ask that each player use one (1) device, whether it be a desktop computer, notebook computer, tablet, or smartphone. All other devices must be removed from the room. We reserve the right to verify that all other devices have been removed.
- C. We must be able to see each player and their writing surface at all times, as shown in the photograph below. This means that we can see each player from head to waist and that their marker and writing surface are clearly visible.



14. MATCH FORMAT

14A. Rounds and Number of Questions

Each match shall consist of three (3) rounds, designated Round One, Round Two, and the Final Round. All three rounds are played consecutively, with two-minute breaks in between to allow coaches to advise, support, and counsel their teams.

In the Regional and National **pool play matches and tournament bracket matches** up until the Quarterfinals, Round One will consist of twelve (12) team discussion questions, plus one Bonus question for each correctly answered team discussion question, for a total of twenty-four (24) possible questions. Round Two will consist of twelve (12) questions. The Final Round will consist of ten (10) questions.

In the Regional and National tournament bracket matches from Quarterfinals to the Third Place match, Round One will consist of sixteen (16) team discussion questions, plus one Bonus question for each correctly answered Toss-up question, for a total of thirty-two (32) possible questions. Round Two will consist of sixteen (16) questions. The Final Round will consist of ten (10) questions.

In the Regional and National Championship matches, Round One will consist of twenty (20) team discussion questions, plus one Bonus question for each correctly answered Toss-up question, for a total of forty (40) possible questions. Round Two will consist of twenty (20) questions. The Final Round will consist of fifteen (15) questions.

14B. Question Categories and Scoring

Round One

For Regional and National pool play matches and tournament bracket matches, the number and categories of questions used in Round One are listed below. They will be presented in any order.

Arts and Entertainment 1
Current Events 2
Language and Literature 2
Mathematics 2
Popular Culture, Leisure, and Sports 1
Science and Technology 2
Social Studies 2

For Regional and National Playoff matches and Third Place matches, the number and categories of questions used in Round One are the same for the first 12 team discussion questions as the list above. The remaining four questions may be from any category, in any proportion. For example, four questions could be taken from the Mathematics category and mixed with the other 12 questions. Or two questions could be from Social Studies and two questions from Language and Literature and then mixed in with the other 12 questions.

For the Regional and National Championship matches, the categories and question proportions of the first 12 team discussion questions are the same as the list above. The remaining eight questions may be from any category, in any proportion. For example, four questions could be taken from the Mathematics category, three from the Language and Literature category, and one from the Arts and Entertainment category and mixed with the other 12 questions.

For all Round One questions, the category is displayed before each team discussion question. Both teams will have the opportunity to answer each of the team discussion questions. Teams that answer the team discussion question correctly will also be shown a Bonus question. The Bonus question will always be from the same category and usually, but not always, will be related to the team discussion question in some way.

Each of the team discussion questions is worth two (2) points. Each of the Bonus questions is also worth two (2) points.

Scoring on a question is “all or nothing.” Partial scores are not given for partially correct answers. There is no penalty for incorrect answers. A Bonus question is not shown after an incorrectly answered team discussion question.

Round Two

Both teams answer each question and thus earn two (2) points for each correctly answered question. Scoring on a question is “all or nothing.” Partial scores are not given for partially correct answers. Questions in Round Two will generally be easier and will include more multiple-choice questions than those in Rounds One and the Final Round.

Questions will come from any of the categories listed below, and in any order and number. Unlike Round One, the category slide will not be displayed before each question.

- Arts and Entertainment
- Current Events
- Language and Literature
- Mathematics
- Popular Culture, Leisure, and Sports
- Science and Technology
- Social Studies

Final Round

In the pool play matches and tournament bracket matches, the Final Round consists of 10 questions. Both teams will answer each question, and thus both teams can earn points for answering questions correctly.

All of the Final Rounds will be categorized as Potpourri. All questions will be related to a single theme. Questions will come from any of the categories listed below, and in any order and number.

- Arts and Entertainment
- Current Events
- Language and Literature
- Mathematics
- Popular Culture, Leisure, and Sports
- Science and Technology
- Social Studies

The instructions are shown at the beginning of the Final Round. Each of the 10 questions is worth three points, for a possible score of 30 points per team. Scoring on each question is “all or nothing.” Partial scores are not given for partially correct answers.

In the Championship Match at the Regional and National competitions, the Final Round consists of 15 questions. Each of the 15 questions is worth three (3) points, for a maximum possible score of 45 points per team. Scoring on each question is “all or nothing.” Partial scores are not given for partially correct answers.

15. MATCH PROCEDURES

15A. Pre-match procedures

For the online Regional competition, we will share a Zoom meeting link via a Google Calendar invitation before your match, have everyone join the meeting using that link. Both teams playing the match will have a chance to meet before being assigned to a breakout room. In the breakout room, the GUO will share their screen with the PowerPoint. This will allow everyone to see the same PowerPoint slide simultaneously and for the GUO to control the pace of the match. The match will proceed simultaneously with both teams in separate breakout rooms with updates being shared by the GUOs.

For the in-person National competition, if both teams prefer the same side of a competition room, a coin toss will be used to determine the seating arrangement. The Gallaudet Officer will decide which teams get assigned heads and tails before tossing the coin. In the case of a previously communicated accommodation need, teams may be pre-assigned a specific side of the room.

15B. Procedures for Round One

Team discussion questions:

When the question is shown, the team has a predetermined amount of time to discuss, write, and agree on an answer before the time runs out. The GUO will hold up YES or NO cards for each team indicating correct/incorrect answers. If a team discussion question is answered correctly, the team is awarded two points, and a Bonus question in the same category is given to that team.

Only the team that answered the Toss-up question correctly may play the Bonus question. If a team answers the Bonus question correctly, an additional two points are awarded. If a team answers the Toss-up question incorrectly, no points are awarded. The correct answer is then displayed. Unused Bonus questions and answers are not displayed.

Procedures for questions in Round One:

- A. Team discussion questions are discussed and answered by the team as a whole.
- B. The category is displayed on the main screen, followed by the question.
- C. The on-screen timer is set to one minute for the online Regional competition. The timer will decrease to 30 seconds for the in-person National competition.
- D. Players are responsible for monitoring the remaining time on the on-screen timer.
- E. The questions are displayed for the entire one minute or 30 seconds and disappear when the on-screen timer runs out.
- F. Writing of the answer must be completed before the on-screen timer expires. An answer that is incompletely written when the on-screen timer expires is considered to be an incorrect answer.
- G. Written answers may be changed by other team members during team discussion, provided that these changes are completed within the time limit.
- H. For Mathematics questions, players must perform any necessary computations, write the answer, circle the answer (if there is anything on the paper other than the answer), and take their markers off the paper before the timer runs out, all within one minute.
- I. If there are two or more answers shown on the screen, one answer must be agreed upon before time expires. The GUO will not be able to accept an answer if a final decision has not been reached on an answer.

Procedures for Bonus questions in Round One:

Only the team that answered the team discussion questions correctly may play the Bonus question. If a team answers the Bonus question correctly, an additional two points will be awarded.

If the team answers the team discussion question incorrectly, no points are awarded. The correct answer is then displayed. Unused Bonus questions and answers are not displayed.

- A. Bonus questions are discussed and answered by the team as a whole.
- B. The on-screen timer is set to one minute for the online Regional competition. The timer will decrease to 30 seconds for the in-person National competition.
- C. Players are responsible for monitoring the remaining time on the on-screen timer.
- D. The questions are displayed for the entire one minute or 30 seconds and disappear when the on-screen timer runs out.
- E. Writing of the answer must be completed before the on-screen timer expires. An answer that is incompletely written when the on-screen timer expires is considered an incorrect answer.

- F. Written answers may be changed by other team members during team discussion, provided that these changes are completed within the time limit.
- G. For Mathematics questions, players must perform any necessary computations, write the answer, circle the answer (if there is anything on the paper other than the answer), and take their markers off the paper before the timer runs out, all within one minute.
- H. If there are two or more answers shown on the screen, one answer must be agreed upon before time expires. The GUO will not be able to accept an answer if a final decision hasn't been reached on an answer.
- I. A correct answer to the Bonus question results in two additional points being awarded to that team.

15C. Round Two Procedures

- A. Before Round Two begins, the coaches will decide the order in which players will answer questions: #1, #2, #3, and #4 for teams with four players, and #1, #2, and #3 for teams with three players. There is no relationship between the order of players and the difficulty of questions.
- B. In Round Two, for teams that have four players, each player will receive three questions in the tournament bracket, four questions in starting the Quarterfinals and beyond, and five questions in the Championship match. For teams that have three players, each player will receive four questions in the tournament bracket; one player will receive six questions and the other two players will receive five questions in the Quarterfinals and beyond; and two players will receive seven questions and one player will receive six questions during the Championship match.
- C. Questions are displayed, and then answered by individual players in rotation. Player 1 from each team answers Question 1; Player 2 from each team answers Question 2, etc. Each question will be displayed for twenty seconds. The player on each team who is answering the question writes the answer on their paper. When the 30 seconds are up, the player's answer shall be displayed. The GUO will hold up YES or NO cards, indicating correct/incorrect answers. Teams are awarded two points for each correct answer.
- D. The round will be run similar to a "lightning round" where the moderator will move quickly from question to question. As soon as the 30-second time limit has expired on a question, answers will be shown, scores added, and the next question displayed.

15D. Final Round Procedures for the online Regional competition

- A. The Final Round is a timed, team-discussion round, with 30 seconds per question.

- B. Final Round questions may take any format: picture identification, matching, single- or multiple-word answer, etc.
- C. The moderator will ask the GUO to show the instructions. Once all of the members on the teams have had enough time to read the instructions (moderators and GUOs will not sign the instructions or explain them), the moderator will ask the GUO to show the first question. The 30-second timer will start and the team will work together on determining the final answer. When the 30-second timer expires, the GUO will hold up YES or NO cards, indicating the correct/incorrect answer, similar to the procedure in Round One. The scorekeeper adds three points for each team with a correct answer. The moderator then directs the GUO to move to Question 2 using the same procedure as above. This continues until all 10 (or 15) questions have been shown and points awarded accordingly.
- D. Any objections by players will be heard immediately by the GUO. Objections will be handled the same way as during Rounds One and Two, and will follow the procedures explained under Section 24 entitled “Objections”.
- E. There are no deductions or penalties for incorrect answers.
- F. After Question 10 (or 15), the moderator announces the final score.

15E. Final Round Procedures for the in-person National competition

- A. The Final Round is a timed, team-discussion round. Two minutes (120 seconds) are allowed in the pool play and tournament bracket matches, and three minutes (180 seconds) in the Championship Match.
- B. Final Round questions may take any format: multiple-choice, picture identification, matching, single- or multiple-word answer, etc.
- C. If the room set-up allows it, team members arrange their chairs in a circle near the table to facilitate discussion. Team members cannot sit in front of the tables in the area with wires. The team writes the answers on the answer sheet using clipboards or the table.
- D. Before the Final Round begins, the proctors will open envelopes with sets of answer sheets, each containing one colored answer sheet and three identical white copies of the same sheet. The white sheets are to be used as “scratch” paper and the team’s official answers must be written on the colored answer sheet.
- E. The moderator will ask the GUO to show the instructions. Once all of the members on the teams have had enough time to read the instructions (moderators and Gallaudet Officers will not sign the instructions or explain them), the moderator will ask the proctors to place the answer sheets face down on the team tables, with the envelope on top. The moderator then will tell the teams to begin. The clock will start and teams will begin working. While the players are working

on the questions, the questions are displayed, for 12 seconds each, on the main screen for the benefit of the audience.

- F. When time expires, the proctor collects the colored answer sheets from the teams. The moderator asks the proctors to show the answers to Question 1 while covering the other answers using the back of a white answer sheet or a scrap of paper. The Gallaudet Officer will hold up YES or NO cards for each team to indicate correct/incorrect answers, similar to the procedure in Rounds One and Two. The scorekeeper adds three points for each team with a correct answer. The moderator then directs the proctor to move to Question 2 using the same procedure as above. This continues until all 10 (or 15) questions have been shown and points awarded accordingly.
- G. Any objections by players will be heard immediately by the Gallaudet Officer. Objections will be handled the same way as during Rounds One and Two, and will follow the procedures explained under Section 24 entitled "Objections".
- H. There are no deductions or penalties for incorrect answers.
- I. After Question 10 (or 15), the moderator announces the final scores and the winner.

16. RULES DURING MATCHES

16A. Round One

Team Discussion Questions:

- A. All answers must be written on the paper/whiteboard. All answers must be written horizontally, not vertically.
- B. The final answer must be written down by one player. Everybody must show a thumbs up in agreement. Once everybody gives their thumbs up, that answer is considered final and may not be taken back for corrections or additions by any player at any time.
- C. Changes, strikeouts, and corrections must be clear. If changes make the answer ambiguous or illegible, the GUO will rule it incorrect. If there is any writing on the paper that is not relevant to the answer, it must be marked out so the GUO does not have to guess as to which answer is intended. Another option is for the player to circle the correct written answer so the GUO can clearly distinguish the final answer.
- D. While this is not a handwriting competition, answers must be written legibly. See Section 21 on Legibility for more information.

Bonus Questions:

The rules for Bonus questions are the same as for the team discussion questions. All players on the team are allowed to discuss the answer in ASL or spoken English and any player can make additions or changes to the answer on the paper before time expires.

16B. Round Two

- A. The other players on the team may not communicate in any way with the player who is answering the question or with each other, including verbal and nonverbal methods or via any electronic means, until the answer is complete and has been shown. The moderator will give a team one warning if any communication occurs. The second time the same team tries to communicate will result in points not given for that answer.
- B. Other members on the team are not allowed to inform their teammates that time is almost expired, except when this has been approved as an accommodation.

16C. Final Round

The rules for the Final Round questions are the same as for the team discussion questions. The rules in Section 21 regarding changes, corrections, and strikeouts apply to this round as well.

17. COMPLETION OF A MATCH

17A. Winning a Match

The team with the highest point total wins the match. If a match ends in a tie, the two teams play a Tiebreaker Round. The format is the same as the Final Round, except that there are five questions worth three points each that must be answered within a 30-second timer per question (for the online Regional competition) or one-minute time limit (for the in-person National competition). All five questions in each Tiebreaker Round will be from the Potpourri category, which has a single theme with questions used from any category. If the teams are still tied at the end of the Tiebreaker Round, more Tiebreaker Rounds will be played until there is a winner.

17B. Official Completion of a Match

During the match, the GUOs will communicate with the Head GUO(s) if answers deviate from any of the answers shown on the official answer key. If the answers do deviate from the original PowerPoint, the new acceptable answers will be communicated with all GUOs to know what exceptions and corrections have been made and to ensure consistency across the competition.

Scores and team standings are not final until approved by the Youth Programs office and/or the Academic Bowl Executive Committee. The Youth Programs office and/or the Academic Bowl Executive Committee has the right to change an error in the questions or correct

a mistake by a GUO. Although rare, this correction could include scheduling a new time to meet via Zoom and calling teams back to do a replay of a question, or informing the head coaches via email that their teams' scores have been revised.

18. QUESTIONS

All questions are developed by contractors to the Youth Programs office, purchased from firms specializing in providing this service, and/or obtained from other sources.

Every effort will be made to include questions that reflect the diversity of the United States and the world. These questions may appear in any category.

In Rounds One and Two, questions will be drawn from the following seven categories, listed alphabetically and defined below. In the Final Round, an eighth category, called Potpourri, is added.

Arts and Entertainment: Arts questions are about art, including drawing, painting, sculpture, ceramics, architecture, crafts, photography, and other graphic arts. Questions may ask for the identification of paintings or sculptures, and artistic periods or genres. **Entertainment** questions are about television, film, theater, and the performing arts. You may be asked to identify television genres (medical dramas, police procedurals, serials, situation comedies, etc.) and identify over-the-air, cable, or Internet shows, their characters, and their settings. Similarly, you may be asked about film genres, titles, or characters. Theater questions will encompass production, performance, and technique. Questions about music do not require that you hear or have heard music. You will not be asked to identify music by genre or identify music after hearing a passage. Rather, music questions would include associating the Beatles with the 1960s, knowing that Ludwig van Beethoven was deaf and identifying some of his works by name, or identifying music award winners.

Current Events: Questions are about notable news events that have occurred since the cutoff date for the previous National competition (i.e., April 16, 2021, for the 2021 competition). For 2022 Regional competitions, we will use questions referring to current events that occurred up until March 31, 2022. For the 2022 National competition, we will use questions referring to current events that occurred up until May 13, 2022.

Most Current Events questions will be drawn from within the previous four-month period before the competition. Students should keep up with National and interNational news as reported through major print, broadcast, and online media outlets. However, depending on the topic, a Current Events final round may occasionally include some questions that are older than one year but are still considered current. For example, a Final Round about Meghan Markle and

Prince Harry might remain in the news over a period of time as their lives evolve. Although the events of their lives may not be current, the news is current.

Language and Literature: Language questions may include English grammar and syntax; vocabulary, and usage. For example, a question may ask whether a sentence is grammatically correct, and if not, how to make it correct. Another question might ask whether a sentence contains a proper arrangement of words and phrases. Vocabulary questions might ask whether a word is used properly in context, or what word is the synonym or antonym of a given word. There may be questions about idiomatic expressions.

Literature questions may ask about literary devices or terms; the literature of different regions or periods (for example, 17th-century British literature, 20th century American literature), literary genres (poetry, drama, prose; nonfiction, fiction, epic, comedy, tragedy, biography); authors, characters (human or otherwise), etc. There may be questions about the works of authors typically encountered in high schools English classes, such as William Shakespeare, Mark Twain, Ernest Hemingway, Jane Austen, Toni Morrison, Maya Angelou, Joyce Carol Oates, John Steinbeck, F. Scott Fitzgerald, Somerset Maugham, Amy Tan, and J. K. Rowling, or about the authors themselves. Some questions will address multiculturalism in literature, including works with deaf characters or that were written by deaf authors.

Disclaimer: There is no question that the classics have a place in a school's curriculum. They teach us about the history of literature as well as about the history of the time period in which they were written or set. Yet, they often incorporate racism, sexism, ableism, and other miscellaneous stigmas which we acknowledge and will reflect its true nature in how our questions are written. For example, in our questions, we may recognize Arthur Miller's *The Crucible* as a misogynistic written book.

Mathematics: Questions may involve computation; four-function calculators are provided for this purpose. We follow the categories in the Common Core standards for Mathematics, which include the categories of Number and Quantity, Algebra, Functions, Modeling, Geometry, and Statistics/Probability among others. Other questions may involve identification of algebraic or geometric properties, postulates, theorems, or laws, or of famous mathematicians, and will not involve computation. Good resources for Mathematics questions include IXL.com and Khan Academy.

Popular Culture, Leisure, and Sports: Questions are those that any culturally literate person should be expected to know. For example, a culturally literate person would know that *Gone with the Wind* was both a best-selling novel and an Academy Award-winning film. Questions may be about well-known personalities in television, film, theater, and sports; the

Internet, recreational activities, games of skill and chance, athletics, and individual and team sports. Questions will not be about television, film, theater, and the performing arts; these topics have been moved to the redefined **Arts and Entertainment** category.

Potpourri: This category is multidisciplinary; questions will all be related to a single theme but may cross category lines. For example, all answers in a given Final Round may start with the letter “v”, or may have the word or root “red” in them, or may contain a set of double letters.

Science and Technology: Questions include general science, astronomy, biology, chemistry, earth, and environmental science, geology, physics, computer technology, and high-technology devices (i.e., smartphones, virtual reality, etc.).

Social Studies: This category includes economics, geography, cultures, United States and world history, United States and world government and government systems, famous individuals and groups, armed conflicts, etc. Geography questions are about landmarks; world cities; landmasses; bodies of water, including streams, rivers, lakes, seas, and oceans; the poles, longitude and latitude, and so on. Both the United States and world geography are included in this category. Strictly geology-related questions are not included in this category; rather, they may appear in the Science and Technology category. Economics questions are about business, finance, stock markets, etc. Government questions are about government systems, well-known political figures of the past and present, etc.

Note: Some questions may appear to “fit” in more than one category, and there is likely to be occasional overlap. GUOs will not accept objections based on what is perceived to be an incorrect or inappropriate category placement of a question.

Deaf Studies is no longer a stand-alone category; however, Deaf Studies questions may be incorporated in other categories during the match. For example, we may ask a question about Marlee Matlin in the Popular Culture, Leisure, and Sports category. Another example would be a question in the Social Studies category about the location of the American School for the Deaf. Other questions may be about the history and culture of deaf people, facts and trivia about notable deaf people, hearing and hearing loss, amplification, assistive technology, and cochlear implants.

19. REFERENCE MATERIALS

During the competition, GUOs may consult print or online reference materials if there appears to be an answer other than what is on the official answer key.

Deaf Studies. Deaf Studies questions are drawn from a wide variety of different sources. Here is a link to suggested reference materials:

<http://libguides.gallaudet.edu/searchtags.php?iid=642&gid=0&tag=research%20guide>

In certain situations, the GUO may wish to discuss an answer with the Head GUO(s). The GUO may change an answer or add to an answer on the official answer key based on verified information. If any changes were made to the answer key, the changes will be communicated with all the GUOs.

Coaches and players are not to be included in the discussions held while the GUO searches reference materials. Any additions or changes to the official answer key will be announced by the GUO, and no further objections to the findings will be allowed.

20. CALCULATORS

For this year's online Regional competitions, the use of any form of calculator is NOT permitted for any question in any round. All the mathematics questions are developed with the capacity to be calculated mentally or by using pen and paper. For the in-person National competition, the use of four-function calculators is permitted for any question in any round. Academic Bowl staff will place four identical calculators on each team's table, one for each player. All calculators will have the four basic arithmetic functions (addition, subtraction, multiplication, and division) as well as memory, percentage, and square root keys. Calculators or computing devices not provided by the Youth Programs staff are not permitted. Low vision calculators are available upon advance request.

21. LEGIBILITY

While this is not a handwriting competition, answers must be written legibly. If the GUO cannot determine the intended answer because of illegible handwriting, the answer will be deemed incorrect. Players will not be asked to clarify what they wrote, since they may have had a chance to rethink their answer.

Handwriting samples are required of all players. Handwriting sample forms will be made available before the Ranking Test. We will share the handwriting sample form with coaches and it is the coaches' responsibility to distribute the handwriting sample forms to their players via mail or other methods. It is the players' responsibility to fill out the sample and have it on hand for their matches, and to show them up close on the screen to the GUO upon request.

Players should review their handwriting with their coaches for any possible problems with legibility or stylistic quirks, and give handwriting samples to their coaches to provide to the

GUO if asked. If questions arise during the competition about writing quirks not previously disclosed, acceptance or rejection of an answer will be solely at the GUO's discretion.

Some players tend to write in all capital letters. If that player answers a question that requires a proper noun, the player must make the first letter a very large capital letter, such as “**W**ASHINGTON” so the GUO can see the intent of the answer. It is entirely up to the GUO's discretion whether the word has a capital letter or not.

No handwriting quirk, whether previously communicated or not, exempts a player from the rules for valid answers.

22. RULES FOR ACCEPTABLE ANSWERS

Official Answers:

The answers on the official answer key and in the PowerPoint display on the main screen are underlined. Optional parts of the answer are not underlined. For example, the answer to the question “How many feet are in one mile?” is shown as 5,280 feet, where the digits 5 and 280 are required, but the thousands separator comma and the word *feet* are not required. 5,280 alone, 5,280 feet, 5,280 ft., or 5,280' also would be accepted.

Every effort is made during the question development stage to anticipate all possible valid alternate answers and alternate spellings. These alternate answers, if any, will be shown on the official answer slide. If a player manages to come up with an unforeseen alternate answer that is plausible, the GUO will use their knowledge and judgment whether or not to accept it. They may also check with the other GUOs in these situations. In general, the GUO will rule in favor of the official answer but will listen to objections made by players and challenges made by coaches. The GUO can also check with the official references during the two-minute break between rounds or during the round.

Spelling:

All answers must be spelled correctly. A misspelled answer is incorrect, even if it is obvious what word or name is meant. GUOs will not indicate whether or not an answer contains a misspelling; only whether or not it is correct.

Capitalization:

All proper nouns must be capitalized correctly. An answer with incorrect capitalization is wrong, even if it is obvious what word or name is meant. Correct capitalization must include any embedded capital letters (for example, l'Enfant or DeWitt). Because of the rules that apply to capitalization and punctuation, proper-noun answers written in all capital letters of the same size

are *not* acceptable, unless they are acronyms or initialisms (see various examples listed below). Answers that are not proper nouns need not be capitalized and will be accepted with or without capitals.

Titles of Books, Movies, Plays:

When writing the title of a book, movie, play, story, or poem, the title will be accepted without the first word if that word is an indefinite or definite article (“A”, “An”, “The”).

The Catcher in the Rye

A Tale of Two Cities

The Great Gatsby

An Enemy of the People

Embedded articles and any other words that are part of the customary or official title must be included to make the answer correct. **They must also be properly capitalized and punctuated.** Here are some examples:

Acceptable answer:

From the Earth to the Moon

Unacceptable answers include:

From Earth to Moon

From Earth to the Moon

From the Earth to Moon

From The Earth To The Moon

Acceptable answer:

Angels and Outcasts

Unacceptable answers include:

Angels, Outcasts

Angels And Outcasts

Acceptable answer:

One Flew Over the Cuckoo's Nest

Unacceptable answers include:

One Flew Over Cuckoo's Nest

One Flew Over Cuckoo Nest

One Flew Over the Cuckoos Nest
One Flew Over The Cuckoo's Nest

An added word anywhere in a title, regardless of whether it is an article or another word, makes the answer wrong. Some examples of unacceptable titles include:

The Sesame Street (should be simply *Sesame Street*)
The Grapes of the Wrath (should be simply *The Grapes of Wrath*)

Additionally, all questions require the American version of the title unless otherwise indicated.

Acceptable answer:

Harry Potter and the Sorcerer's Stone (original USA title)

Unacceptable answer:

Harry Potter and the Philosopher's Stone (original UK title)

Name of Companies:

When writing a name of a company, the name must follow verbatim how the companies trademark their brand name.

Acceptable answers:

Johnson & Johnson

AT&T

Unacceptable answers:

Johnson and Johnson

AT and T

Stylizations:

Occasionally, there may be alternate forms of an answer depending on how they are portrayed in the media. For example, the logo for the reality television show *Dancing with the Stars* is stylized as shown below. It would be accepted in all lowercase. Similarly, some film titles may use irregular capitalization; these forms also will be accepted.



Use of Indefinite and Definite Articles at the Beginning of Answers:

As noted under Titles of Books, Movies, Plays above, “When writing the title of a book, movie, play, story or poem, the title will be accepted without the first word if that word is an indefinite or definite article (“A”, “An”, “The”).” Other answers may also be accepted without the first word if that word is an indefinite or definite article (“A”, “An”, “The”).

There are many cases when an indefinite or definite article may be used in everyday discourse or writing, but is not part of an expression or a name. For example, people may say or write “the Pope”. The definite article “the” is not an essential part of the answer. The most correct answer in this example would be Pope, or if referring to the current pope, Pope Francis. “the”, or the capitalized form “The”, will be accepted. Other examples include “the White House” or “The Oval Office.”

However, if a player includes the word “the” in an answer in which “the” is not commonly used, the answer will be wrong. Examples of this include “the Barack Obama” or “The China.”

As stated above, every effort is made during the question development stage to anticipate all possible valid alternate answers and alternate spellings. These alternate answers, if any, will be shown in the official answer slide.

Abbreviations:

Most answers require a full-word answer; however, some abbreviations are acceptable. Unless otherwise indicated in the question, some examples of acceptable abbreviations are acronyms and initialisms that use all capital letters, such as:

NAACP
NATO
USA
FBI

WWII or WW II for World War II (The abbreviation “WW2” is not acceptable for World War II. The World Wars must be followed by the appropriate Roman numeral; this is the official abbreviation for “World War II” as designated by various publishing style guides).

Almost all abbreviations have numerous variations in the use of periods and capitalization. Most of the abbreviations in our official dictionary, the *Merriam-Webster Dictionary*, are listed without periods. To follow our official reference, we will not require periods in abbreviations in our list of acceptable answers. Some examples include: a.m. and p.m. or A.M. or P.M. The official answer may include the periods, but they will not be underlined. (e.g., U.A.E. or N.A.D.)

When writing answers for U.S. states, the District of Columbia, and U.S. territories, the full name is the ONLY acceptable answer. We no longer accept the United States Postal Service two-capital-letter abbreviation UNLESS the question asks for the abbreviations.

Acceptable answers:

California

Connecticut

Unacceptable answers:

CA, Ca., C.A., Cal., Calif.

CT, Ct., C.T., Conn.

Names of Canadian provinces and territories must be spelled out. Abbreviations are not accepted.

Acceptable answers:

Ontario

Manitoba

Northwest Territories

Unacceptable answers:

Ont.

ON

Man.

MB

Tenses and Plurals:

Answers must be consistent with the tenses and plurals used in the questions. For example, if a question asks to fill in the missing word in “The buck _____ here”, the correct answer is stops. “stop”, “stopped”, etc. would not be acceptable. If a question asks: “Name the four-legged mammals that are most often ridden by humans for recreation,” the correct answer is horses. The plural word “mammals” in the question signals that the answer must also be plural.

Diacritical Markings:

Because English does not use diacritical markings, such markings in foreign words or names will **not** be required, unless the question specifies otherwise. However, if a player adds diacritical markings, they must be correct, or the whole answer is wrong. The official answer will show any diacritical markings, and normally will state **(Diacritical mark[s] not required)**. Examples include:

exposé

Penélope Cruz

Alexander Dubček

Peter Høeg

In the case of languages that use alternate spellings if diacritical marks are omitted, such as German or Finnish, that use an alternate spelling of the word is also accepted. Examples include:

Duerer for Dürer

Kimi Raeikkoenen for Kimi Räikkönen

Alternate Spellings:

Frequently, foreign names – particularly those based on an alphabet other than Latin – will have several alternate spellings due to various phonetic translations. In addition, various cities and countries have changed their names from a previous colonial spelling to a newer spelling more true to the native language. When this occurs, the answer will include several commonly accepted alternate spellings, all of which are equally acceptable.

Acceptable answers:

Hong Kong or Hongkong

Kolkata or Calcutta

Myanmar or Burma

Mao Tse-Tung or Mao Zedong

Personal Names:

When an answer is a personal name, normally only the last name is required for the answer, unless the question specifically states otherwise. Players may choose to add first and/or middle names, but if they do so, those additional names also must be correct, or else the entire answer is wrong. When doing so, first names **must** be spelled out, not initialized, unless the person is known best by such initials. An example is shown below.

Q: “Who is best known for writing a fantasy saga featuring short people protecting jewelry?”

Acceptable answers:

John Ronald Reuel Tolkien or J. R. R. Tolkien

Unacceptable answers:

John Tolkien

J. Tolkien

R. Tolkien

J. R. Tolkien

J. r. r. Tolkien

Q: “Who was the first elected president of the United States?”

Acceptable answers:

George Washington or George Herman Washington or Washington

Unacceptable answers:

G. Washington

H. Washington

Herman Washington

George H. Washington

Goerge Washington

In several cases, U.S. presidents have had the same surname. In such a case, differentiating information **must** be included if a question is asked in which the answer could apply to both presidents, this information **must** be fully spelled out.

Q: “Name the Roosevelt who was known as the New Deal president.”

Acceptable answers:

Franklin Delano Roosevelt or Franklin D. Roosevelt

Unacceptable answers:

F. Roosevelt
Roosevelt
F.D.R.
T. Roosevelt
Theodore Roosevelt
Teddy Roosevelt

In the rare instances that two individuals may fit the parameters of the question and share the same first and last name, the middle name (if there is one) must be included; middle names that are fully spelled or initialized will be accepted.

Examples:

George H. W. Bush or George Herbert Walker Bush, and George W. Bush or George Walker Bush

John Adams and John Quincy Adams or John Q. Adams

In rare instances, individuals are well known by their first names, middle initials, and last names. We will accept these; see the examples below.

Examples:

John F. Kennedy, Lyndon B. Johnson, and Franklin D. Roosevelt

Nicknames are also accepted if those nicknames are commonly used to refer to the specific president. Nicknames for other heads of state, past or present, are not accepted unless specifically requested.

Q: “Which 20th Century president was acclaimed for creating the first budget surpluses in 60 years?”

Acceptable answers:

William Jefferson Clinton or Bill Clinton or William Clinton

Unacceptable answers:

W. J. Clinton
Will Clinton

Certain exceptions are made for people who are best known by their first names, for example, some Medieval and Renaissance personalities, some members of royalty, and some entertainers. In these few cases, first names alone will be accepted and underlined in the official answers. If a player chooses to include a surname or a last name, it must be spelled correctly.

Examples include:

Michelangelo (for Michelangelo Buonarroti)

Beyonce (for Beyonce Knowles)

Galileo (for Galileo Galilei)

Napoleon (for Napoleon Bonaparte)

For most heads of state, the title does not have to be included in the answer but the number, if any, must also be included. If the head of state in the question has earned such distinction as to be definitive of the name, the number is not required.

Examples include:

Tsar Nicholas II

King George III

Queen Elizabeth I or Queen Elizabeth II

King Louis XIV or King Louis XVI

Pope Benedict XVI

Cleopatra VII (for Cleopatra)

Napoleon I (for Napoleon Bonaparte)

Napoleon II

In some cases, a person may be known by a name different from his or her given name. In such cases, the given and current alternate name will be accepted.

Examples include:

Eminem or Marshall Mathers

50 Cent or Curtis Jackson

Billy the Kid or Henry McCarty

Malcolm X or Malcolm Little or El-Hajj Malik El-Shabazz

All names must be written out. Commonly recognized initials instead of people's full names are not acceptable.

Examples of unacceptable answers:

JFK

MLK Jr.

Generational suffixes (II, III, IV, etc.) are not required in an answer but can be included in the answer unless two different generations are equally well-known. If a generational suffix is used, it must be correct, or the answer will be wrong. For example:

Acceptable answers:

Dale Earnhardt, Sr. or Dale Earnhardt, Senior

Dale Earnhardt, Jr. or Dale Earnhardt, Junior

Martin Luther King, Jr.

Orel Hershiser IV

Vince McMahon, Sr. or Vince McMahon, Senior

Unacceptable answers:

Martin Luther King, Sr.

George Bush, Jr.

Note: There may be questions that explicitly ask for the first and last name of a person, even if that person is commonly known by first name, middle name, or initial, and last name. For example, a question may ask for the first and last name of the U.S. President who was elected to four terms. The answer will be Franklin Roosevelt, even though he was commonly known as Franklin Delano Roosevelt, and even though we may require his middle name in other questions.

We may also occasionally ask for only the first name of a person (or the last name only). It is each player's responsibility to pay attention to what the question is asking.

InterNational naming conventions:

Naming conventions vary from country to country. It is not possible to list all possible naming conventions, but the major ones are shown here.

Kingdom of Spain, United Mexican States, and other countries where Spanish is the primary written and spoken language: People generally have a given name, followed by the father's surname, followed by the mother's surname. Some permutations may include conjunctions such as *y* or *de* or *de la*. Generally, the paternal last name is the name required in an answer: Miguel de Cervantes Saavedra.

The People's Republic of China, Hong Kong Special Administrative Region of the People's Republic of China, and Republic of China (Taiwan): In the name Mao Zedong, Mao is the family name, and Zedong is the given name.

Democratic People's Republic of Korea (North Korea) and Republic of Korea (South Korea):

The family name comes first, followed by the given name. When the given name is hyphenated, only the first name is capitalized. For example, Kim Jong-un is the current leader of North Korea, his father was Kim Jong-il, and his grandfather was Kim Il-sung.

Japan: The family name comes first, followed by the given name; for example, Takayama Kota. The same person living outside Japan, for example in the United States, would be known as Kota Takayama. Members of the Japanese imperial (royal) family are known by a single name: Hirohito, Naruhito.

In all three instances above, we will accept either the family name, the given name or both: Mao Zedong; Kim Jong-un. The hyphen is not required; however, capitalization of the given name must be correct. For example, we would not accept Jong-Un with a capital U.

Russian Federation: People generally have a given name, a patronymic, and a family name. The patronymic for males generally ends in -ovich or -evich; for females, it ends in -ovna or -evna. For example, in the name Nikita Sergeyevich Khrushchev, Nikita is the given name, Sergeyevich indicates that his father's given name was Sergey, and Khrushchev is the family name. For the Academic Bowl, we will accept the family name: Nikita Sergeyevich Khrushchev.

Answers to Language questions:

Some questions may contain material that can be copied into the answer. For example, a question may ask what words or punctuation would make a phrase or sentence correct. Usually, just the correct word(s) or punctuation will suffice. However, if a player chooses to copy the phrase or sentence from the question slide, it must be copied exactly as it appears, with any appropriate changes. An example is as follows:

Q: Which word serves as the verb in the following sentence?

Sally picked up a leaf from the garden.

Acceptable answer:

picked

Unacceptable answer:

Picked

Amendments:

Amendments to the Constitution of the United States of America are unique cases. A common mistake is to write them as “2nd” or “12th” and so forth, but there are only two acceptable ways to write numbers for amendments. For example:

Acceptable answers:

Amendment XIII

Thirteenth Amendment

Unacceptable answers:

13th Amendment

1st Amendment

Filling in Answers:

Some questions ask players to complete a sentence, phrase, idiom or saying. For example, if a question asks “Complete this popular saying, “Break a(n) ____” The answer is leg, and players are expected to write their answers using the correct case. For the above question, Leg would not be an acceptable answer.

Other examples include:

“_____, my dear, I don’t give a damn.” Answer: Frankly

“Four legs good, two legs _____!” Answer: bad

Hyphens in Answers:

Some book titles have hyphens, like Catch-22 and Moby-Dick. We will not require hyphens in the book titles. The same applies to people who have two last names such as Jane Doe-Smith. We will not require hyphens in those answers.

Abbreviations widely used:

There are two common abbreviations that we will now accept. Mount is commonly abbreviated as “Mt.” and Saint is commonly abbreviated as “St.” In both cases, there must be clear evidence that Mt. or St. is a common abbreviation for that specific answer (i.e. many maps abbreviate Mount Everest to Mt. Everest). Examples include:

Acceptable answers:

Mount Everest or Mt. Everest

Saint Lawrence River or St. Lawrence River

Saint Louis or St. Louis

For **Round Two** multiple choice answers, the final answers must be copied verbatim from the question slide. We will accept what is written as one of the multiple-choice answers and we will accept both upper and lower case letters: A, B, C, D or a, b, c, d.

Example:

Question: Which of these elements is not a noble gas?

- A. helium
- B. chlorine
- C. argon
- D. krypton

Acceptable answer:

B.
b.
chlorine

Unacceptable answer:

Chlorine
Cl
CL

Mathematics and Science and Technology Answers:

All answers must be written in digits unless otherwise specified.

Example:

Question: "What is $1 + 1$?"

Acceptable answer:

2

Unacceptable answer:

Two
two

Lowest terms:

In mathematics, science, and technology, a fraction is in the lowest terms when the greatest common factor (GCF) of the numerator and denominator is 1. All Mathematics and Science and Technology answers must be expressed in the lowest terms unless otherwise stated

in the question. For example: $1/6 + 1/6 = 2/6 = \underline{1/3}$. Although $2/6$ is a possible answer, it is not in the lowest terms, and therefore must be reduced to $1/3$.

Five Digits or More:

When the final answer has five digits or more, a mathematical comma is required in the identification of place value. If the answer has four digits or less, a mathematical comma is not required.

Acceptable answers:

1500

10,600

510,000

Unacceptable answers:

75100

100000

Units:

If a question does not include the unit, then the unit must be added to the answer.

Example:

Q: “The measures of the five angles in a pentagon are x , x , $2x$, $2x$, and $3x$. What is x ?”

Acceptable ways to write a unit in the answer include:

60 degrees, or 60 deg., or 60°

If a question includes the unit, then the unit does not have to be added to the answer. If, however, the given answer includes units, the units must be correct, or the entire answer will be incorrect.

Example:

Q: “If two angles of a triangle measure 48 and 62 degrees, how many degrees is the third angle?”

Acceptable Answer: 70 degrees

Unacceptable Answer: 70 radians

Other examples of acceptable abbreviations for units are:

9 feet, 9 ft., 9'

10 ounces, 10 oz.

12 inches, 12 in., 12”

100 degrees Celsius, 100 deg. C, 100° C

Note: With Mathematics answers, students who write anything other than the answer on the paper MUST circle the answer so that the GUO can recognize the answer. If there is nothing else on the paper other than the answer, there is no need to circle it.

NOTE: We recommend that Academic Bowl participants be familiar with the International System of Units (SI units), both SI base units and SI derived units. See <http://physics.nist.gov/cuu/Units/units.html> for lists of these units and their names.

23. TIMEOUTS

The coaches of either team can call a timeout in Rounds One or Two for any reason. There will be one timeout allowed per team per match (Rounds One or Two only). **In the Championship Match, an additional time out will be allotted to each team.** Timeouts can only be called before the display of the next question. Time-outs cannot be called in between a question and the answer for that question, or, in Round 1, between a correctly-answered team discussion question and the following Bonus question.

If the coach wants to talk to their team during the online Regional competition, they must type in “TIMEOUT” in the Zoom chat window and wait until the GUO recognizes the timeout. The moderator will acknowledge the coach, and the GUO will make a note of the timeout on the score sheet. The timeout for the team will last one minute, with the time displayed on the on-screen timer. That will be the only timeout allowed during that match. **For the in-person National competition, the coach will stand up and ask for a timeout. The timeout will be for both teams and will last one minute, with the time displayed on the on-screen timer. That will be the only timeout allowed by Team A during that match. If later, the coach from Team B requests a timeout using the procedure above, both teams will again be given one minute to confer with their coaches.**

24. OBJECTIONS

Objections to a question, or its official answer, may be made only by players competing in the match in question, or by the team’s coach in the form of a Coach’s Challenge.

Examples of common objections that will be considered by the GUO include:

1. An answer was spelled wrong and the GUO mistakenly accepted it.
2. An answer was capitalized incorrectly and the GUO mistakenly accepted it.
3. A player feels an answer could be accepted as an alternative answer.

Coaches may use a Coach's Challenge when they want to object. More information can be found in Section 25.

Objections must be related to the questions and answers, not to the match procedures or room environment/technology. Those types of issues need to be brought to the attention of the moderator immediately. Some examples of situations that are not objections but need attention immediately: 1. equipment failures including internet connection issues; 2. room lighting, ventilation, or other environmental factors; or 3. blocked views.

Objections by members of the teams competing in the match must be filed before the next question is played or before a timeout is called. Retrospective or *post hoc* objections will not be accepted.

A player may object to a question or answer by saying "Objection." The GUO will ask the objector to state their objection, and then listen to and consider the player's alternate answer and rationale for it.

The GUO then will decide whether to accept the alternative answer or to void the disputed question and answer. If a question and answer are voided, scoring will be amended accordingly.

Occasionally, the GUO may wish to consult reference materials or consult with the Head GUO to double-check a possible answer. The paper/whiteboard containing the disputed answer will be set aside, and the GUO will review the materials and talk with the Head GUO. The GUO will announce the final decision. Once that decision has been made, no further objections will be permitted related to that question and answer.

Frivolous objections are not permitted at any time during a match. Some examples include:

1. Players cannot object based on the legibility of a player's handwriting. The GUO's decision on legibility is final. However, a player can object if one member has spelled a word wrong, and the GUO appears to have overlooked it.
2. Players cannot object to questions missed based on their lack of attention or readiness. The players must follow the pace of the moderator.
3. If players are concerned about suspected inappropriate verbal or nonverbal communication taking place among the opposing team and being overlooked by

Youth Programs staff, this concern should be brought to the GUO's attention during the break.

25. COACH'S CHALLENGE

Coaches can only use a Coach's Challenge once per match and in accordance with the criteria in which a Coach's Challenge can be used (with one exception as explained below). To use a Coach's Challenge in the online Regional competition, the coach must type in "COACH'S CHALLENGE" in the Zoom chat window and wait until the GUO recognizes the coach's challenge. Once the coach challenge is recognized, the coach can start their video. **For the in-person National competition, the coach must stand up and indicate that they want to use a Coach's Challenge.** The GUO will ask the coach to state their objection, and then receive and consider the coach's rationale for it. The GUO will decide whether to accept the Coach's Challenge. If the Coach's Challenge is accepted, then the procedures for players' objections are used here.

The only instances in which a coach can use a Coach's Challenge are:

1. If an incorrect answer by their team was erroneously accepted by the GUO, and the coach's team's players did not object.
2. If an incorrect alternate answer from the coach's team should be considered to be correct.

If a coach uses his/her challenge to point out a mistake made by the GUO (i.e., a spelling error that went unnoticed), then the coach will get to keep their challenge intact. If a coach uses their challenge and it turns out that it was not an error made by the GUO, the coach will lose their challenge.

26. GRIEVANCES

The head coach of a team may file a grievance if the team believes that another team is in violation of the *Rules and Guidelines*. For example, a grievance might be filed if a team believes that another team has a player who has been on the Academic Bowl team for more than four years. Grievances must be filed immediately with the Academic Bowl Executive Committee. At each competition, there will be a person designated to receive grievances. The Academic Bowl Executive Committee will investigate and attempt to resolve the situation immediately.

27. COMPETITION STANDINGS

In the Ranking Test, teams are ranked in order of their scores. When two or more teams have the same scores, we will look at the Second Round scores to see who scored higher in the Second Round. Whoever scored higher will be ranked accordingly.

In pool play, teams are ranked within their pools in order of matches won and lost. When two or more teams within a pool have the same win-loss record, the following formulas are applied to determine their final standing, and which teams are seeded higher for the tournament bracket.

Two Teams

Two-way ties in the standings are broken by looking at head-to-head competition between the two teams involved. The team that won its competition against the other team is awarded the higher place in the standings.

Three Teams

If one team has beaten the other two teams in the three-way tie, then that team is awarded the higher place in the standings. To settle the tie between the remaining two teams in the three-way tie, refer to the above procedure for a two-way tie. For a three-way tie in the standings among teams A, B, and C, each having won the same number of matches, the point difference of each team versus each other team in the tie are compared and added or subtracted:

	<u>TEAM A</u>	<u>TEAM B</u>	<u>TEAM C</u>
	A: 31 vs. B: 51	B: 55 vs. C: 65	C: 42. vs. A: 47
DIFFERENCE	-20 pts.	-10 pts.	-5 pts.

	<u>TEAM A</u>	<u>TEAM B</u>	<u>TEAM C</u>
	A: 47 vs. C: 42	B: 51 vs. A: 31	C: 65 vs. B: 55
DIFFERENCE	+5 pts.	+20 pts	+10 pts

	<u>TEAM A</u>	<u>TEAM B</u>	<u>TEAM C</u>
TOTAL DIFFERENCE	-15 pts.	+10 pts	+5 pts

Team B wins this tiebreaker by having the largest positive point difference. If two teams are to advance from this tiebreaker, then Teams B and C advance, with Team B finishing higher in the standings than Team C.

In the event any teams are tied after the first tiebreaker level, the second tiebreaker level will consider the total number of points earned by each tied team during all pool play matches. The highest cumulative point total will break the tie.

Four Teams

If one team has beaten the other three teams in the four-way tie, then that team is awarded the higher place in the standings. To settle the tie between the remaining three teams in the four-way tie, refer to the above procedure for a three-way tie. For a four-way tie in the standings among teams A, B, C, and D, the first step would be to look at who has won the most matches amongst the four teams. For example:

Team A record vs Teams B, C, D: 2-1

Team B record vs Teams A, C, D: 2-1

Team C record vs Teams A, B, D: 1-2

Team D record vs Teams A, B, C: 1-2

Teams A and B would be the top two teams in this scenario. To determine the higher placing team between Team A and B, we would then look at the head-to-head result between the two teams. If Team A defeats Team B, then Team A is the higher placing team. If three out of the four teams are to advance, then Team A and B would advance automatically, and the head-to-head result between Team C and Team D would determine the third team to advance.

Five Teams

The tiebreak procedure for five or more teams, if it happens, will be determined by the Academic Bowl Executive Committee.

28. SPORTSMANSHIP AND CONDUCT

Appropriate sportsmanship and professional behavior are expected from all teams, players, and coaches at all times.

Coaches and their schools are responsible for the behavior of their teams and individual members. Specifically, all players and coaches are expected to conduct themselves properly. Underage drinking, use of illegal drugs, or any other type of illegal activity during the duration of the competitions will not be tolerated. A list of infractions and consequences is detailed in the

Participation Contract that each player and their parents or guardian reads and signs before the competition.

Gallaudet University will not be responsible for any damage, injuries, vandalism, or other liabilities caused by participants.

29. FORFEITS

A team that does not have a full team (at least three players) present at any given match ten minutes after the scheduled start time shall forfeit the match. A win will be given to the opposing team, and the score will be recorded as 2-0. Coaches are responsible to make sure that all their players show up for all matches on time.

30. COMMUNICATION DEVICES

Communication devices may not be used during matches at any time by players and coaches. This includes smartphones, smartwatches, tablets, notebook computers, or any other device. Their use may jeopardize the fairness and integrity of the Academic Bowl competition. Players should leave any additional devices in a different room before the start of each match. For the online Regional competitions, earbuds or headphones connecting a player to a computer to hear their teammates or the ASL to Voice interpreter will be allowed.

31. PHOTOGRAPHY

No still or video photography is allowed during competition. Photographs or videos may be taken during breaks between rounds, before or after the competition, and during the awards ceremony. The only exception to this rule will be when designated Gallaudet University photographers or videographers need to photograph or record some aspect of the competition.

32. AWARDS

32A. Regional Awards

A **Sportsmanship Award** is awarded to two teams at the Regional competitions. The GUOs will select two teams exhibiting the best qualities of good sportsmanship including teamwork, cooperation, friendliness, dedication, fairness, honesty, hard work, extra efforts, and a positive attitude.

Six **All-Star** players will be selected for each Regional Academic Bowl competition. The GUOs will select the All-Star players based on their knowledge, positive attitude, leadership, fellowship, sportsmanship, and team spirit. **The Youth Programs office reserves the right to increase the number of All-Star players as needed.**

A Regional **Most Outstanding Player** Award will also be given at each region to one player from the final four teams competing in each Regional competition. The GUOs will select the Most Outstanding Player based on their statistics, positive attitude, leadership, fellowship, and other qualities during the competition.

32B. National Awards

A **Sportsmanship Award** is awarded to two teams at the Regional competitions. The GUOs will select two teams exhibiting the best qualities of good sportsmanship including teamwork, cooperation, friendliness, dedication, fairness, honesty, hard work, extra efforts, and a positive attitude.

Eight **All-Star** players will be selected during the National Academic Bowl competition. The GUOs will select the All-Star players based on their knowledge, positive attitude, leadership, fellowship, sportsmanship, and team spirit.

A **Most Outstanding Player** award will be given to one player, typically from the final four teams competing in the National competition. The Academic Bowl Executive Committee reserves the right to give The Most Outstanding Player award to a player outside the final four teams. The Most Outstanding Player is a student who not only demonstrates excellent knowledge, but also exhibits leadership, team spirit, and a positive attitude. The Academic Bowl Executive Committee will determine the winner of this prestigious award.

The Regional and National Championship first-place teams will receive a team trophy, a plaque for the school, and individual trophies for members and coaches.

The National Championship team also receives possession of a Traveling Trophy with the name of the winning team's school permanently engraved on it, for display at that team's school until the next National Academic Bowl competition.

The Regional and National second-place team will also receive a team trophy, a plaque for the school, plus individual trophies for members and coaches.

The Regional and National third-place teams will receive plaques for their schools and individual medallions for members and coaches.

The Regional and National fourth-place teams will receive plaques for their schools and individual medallions for members and coaches.

All teams and coaches, regardless of their final standing in the competition, will receive certificates of participation.

33. COACHES CORNER

All coaches are required to sign up for the Coaches Corner via Google Groups. The Coaches Corner helps old and new coaches alike prepare their teams for the Academic Bowl competition. This is a place where coaches can participate in a discussion board and get answers to Academic Bowl-related questions. Coaches are asked to first share their topics for discussion with the Youth Programs office before sharing with the group out of consideration for other members of the Google Group. Announcements and important information will be shared with the coaches by the Youth Programs office via the Coaches Corner.

34. COPYRIGHT OF QUESTIONS

All of the questions used in the Academic Bowl competitions are copyrighted and are the sole property of Gallaudet University. No other use of these questions is permitted. Anyone who copies questions in any manner will be asked to leave the competition.

35. INFRACTIONS AND CONSEQUENCES

Infractions and Consequences are detailed in the Participation Contract and are considered part of these Rules and Guidelines. The Participation Contracts will be distributed to members of each registered team and electronically signed by each player and parent/guardian, and by each coach.

All coaches are responsible to ensure that their players follow the code of conduct as outlined in the player Participation Contract. If there is a major violation of the Participation Contract, a player may be asked to leave the competition. If a team has less than three players as a result of having players asked to leave the competition, that team will forfeit the remainder of their matches.

Coaches will also be expected to sign a coach Participation Contract online. If there is a major violation of the coaches' Participation Contract, the coach may be asked to leave the competition. The Youth Programs office also reserves the right to suspend a coach from the following year's competition if it is discovered that the coach did not properly supervise his/her players and a serious violation occurred during their supervision.

The Youth Programs office may also put a school on probation for a specified period of time after a serious violation by one of the school's players or coaches. If another serious violation occurs during the probationary period by the same school, we reserve the right to

remove the school from the competition and/or suspend that school from the following year's competition.

If the Youth Programs office finds out after the competition that a player has violated the Participation Contract during the competition period, it reserves the right to suspend the player from the following year's competition if the violation is deemed serious enough.

The Youth Programs office also reserves the right to bill a school for damage incurred by a player on their team. It is the school's responsibility to pay for the bill to be able to participate in the following year's Academic Bowl competition. The school can then bill the family of the student involved.

CHANGES TO THE RULES AND GUIDELINES

These Rules and Guidelines are subject to change by Youth Programs staff as necessary to maintain fair and enjoyable competition. In-season changes will be kept to an absolute minimum.

APPENDIX A: Glossary

Bonus Questions

Bonus questions are given for a correct first team discussion answer. Bonus points are awarded to the team that correctly answers a team discussion question. The questions give the team a chance to capitalize on its success and increase its score.

Coach's Challenge

A Coach's Challenge may be used once each match. It can be used only if an incorrect answer by the other team was erroneously accepted by the GUO, and the coach's team's players did not object, OR if an incorrect alternate answer from the coach's team should be considered to be correct.

Match

A match is one of the individual games within the competition, where one team competes against another team. Each Match consists of three rounds. Each team plays one match against every team within its pool and the tournament bracket.

Objection

An objection can be made by players to a question, or its official answer, and may be made only by players competing in the match in question. The GUOs will listen to the objection and decide on whether to accept the objection or not.

Opening Round

Teams in the Opening Round play to advance to the Round of 16. The number of questions in the Opening Round is in a 12-12-10 format.

Round of 16

Teams in the Round of 16 play to advance to the Quarterfinals. The number of questions in the Round of 16 is in a 12-12-10 format.

Quarterfinals

Teams in the Quarterfinals play to advance to the Semifinals. The number of questions in the Quarterfinal Match is in a 16-16-10 format.

Semifinals

Teams in the Semifinals play to advance to the Championship Match. The losers of this match advance to the Third Place Match. The number of questions in the Semifinal Match is in a 16-16-10 format.

Third Place Match

This Match determines which team places third in the competition. The other team places fourth. It consists of the same three rounds. The number of questions in the Third Place match is in a 16-16-10 format.

Championship Match

This playoff Match determines which team wins the Championship. The other team places second. It consists of the same three rounds. The number of questions in the Championship match is in a 20-20-15 format.

Round

One of several divisions within a match. The pool play, tournament bracket, Third Place Matches, and the Championship Matches have two numbered Rounds (Round 1 and Round 2), plus a Final Round.

Round One has 12 team discussion questions and 12 Bonus questions during the Regional and National Pool Play and Tournament Bracket. During the Regional and National Quarterfinals and beyond matches and the Third Place Matches, Round One has 16 team discussion questions and 16 Bonus questions. During the Championship Match, Round One has 20 team discussion questions and 20 Bonus questions.

Round Two has 12 questions played by individuals during the Regional and National Tournament Bracket Matches. During the Regional and National Quarterfinals and up matches and the Third Place Matches, Round Two has 16 questions played by individuals. During the Championship Match, Round Two has 20 questions played by individuals.

Final Rounds for the Tournament Bracket Matches, Third Place Matches consist of 10 questions, all on the same theme, for team discussion. During the Regional and National Championship Matches, the Final Round has 15 questions for team discussion.

Round-robin

A system of scheduling matches such that each team plays in the rotation against the other teams. Thus, if there are five (5) teams in a pool, each team will play four (4) matches, one against each of the four other teams.

Wild Card test

The Wild Card test is given to each sixth-place finisher in the Consolation Championship Match. A total of three teams take the Wild Card test from across the three regions. The sole top-scoring team out of the three Wild Card teams will be invited to participate in the National competition.

Appendix B: Competition Formats

Regional Competition Format

For the Regional competitions, all regions will have a maximum of 20 teams. Those 20 teams will be split into four pools with five teams in each pool based on the results from the Ranking Test. All teams will play a total of four (4) matches. The pool play matches will be used to determine the seedings for the tournament bracket at each Regional competition. The bracket will start with an Opening Round consisting of matches played between the ranked 13 to 20 teams in each pool. The teams ranked 1-12 will earn a bye into the Round of 16. After the Opening Round matches, the Round of 16 will start. The tournament bracket is a single-elimination tournament.

The Quarterfinals losers at the Regional competition will then play a Consolation match (at the same time as the Semifinals). The winners of the two Consolation matches will then play in the Consolation Championship Match (at the same time as the Third Place Match). The sixth-place finishers will take the Wild Card test. The top-scoring team Nationally out of the three Wild Card teams will be invited to the National competition.

The first place, second place, third place, fourth place, and the fifth-place teams from each Regional competition will automatically be invited to the National competition.

The championship match and awards ceremony at the Regional level will be live-streamed and posted on the Youth Programs Facebook page.

National Competition Format

We will have 16 teams participating in the National competition in 2022. Those 16 teams will take a Ranking Test which will determine their seedings in the pool play matches. All teams will play a total of 3 matches. After the completion of the pool play matches, all teams will advance to the tournament bracket. Each team will be seeded according to where they finished in their pool. The bracket will be set the same way as during the Regional competition, omitting the Opening Round.

The Third Place and Championship matches will be webcast live on Gallaudet's website.

Appendix C: Match Format Summary

Pool Play and Tournament Bracket Matches (Opening Round and Round of 16)

	Number of Questions	Point Value	Time limit
Round One	12 Team 12 Bonus	2 points each 2 points each	1 minute each 1 minute each
Round Two	12 Individual	2 points each	30 seconds each
Final Round	10 Team	3 points each	30 seconds each 2 minutes total

Regional and National Quarterfinals to Third Place Matches

	Number of Questions	Point Value	Time limit
Round One	16 Team 16 Bonus	2 points each 2 points each	1 minute each 1 minute each
Round Two	16 Individual	2 points each	30 seconds each
Final Round	10 Team	3 points each	30 seconds each 2 minutes total

Regional and National Championship Matches

	Number of Questions	Point Value	Time limit
Round One	20 Team 20 Bonus	2 points each 2 points each	1 minute each 1 minute each
Round Two	20 Individual	2 points each	30 seconds each
Final Round	15 Team	3 points each	30 seconds each 3 minutes total

National Championship Teams

2021

**California School for the Deaf, Fremont
Fremont, California**

2020

**Montgomery County Public Schools
Montgomery County, Maryland**

2019

**John Hersey High School
Arlington Heights, Illinois**

2018

**Indiana School for the Deaf
Indianapolis, Indiana**

2017

**Indiana School for the Deaf
Indianapolis, Indiana**

2016

**Rockville High School
Rockville, Maryland**

2015

**Indiana School for the Deaf
Indianapolis, Indiana**

2014

**Model Secondary School for the Deaf
Washington, District of Columbia**

2013

**Maryland School for the Deaf
Frederick, Maryland**

2012

**Maryland School for the Deaf
Frederick, Maryland**

2011

**Maryland School for the Deaf
Frederick, Maryland**

2010

**Maryland School for the Deaf
Frederick, Maryland**

2009

**University High School
Irvine, California**

2008

**Indiana School for the Deaf
Indianapolis, Indiana**

2007

**John Hersey High School
Arlington Heights, Illinois**

2006

**Mountain Lakes High School
Mountain Lakes, New Jersey**

2005

**Maryland School for the Deaf
Frederick, Maryland**

2004

**Colorado School for the Deaf and the Blind
Colorado Springs, Colorado**

2003

**Indiana School for the Deaf
Indianapolis, Indiana**

2002

**Florida School for the Deaf and Blind
St. Augustine, Florida**

2001

**Model Secondary School for the Deaf
Washington, District of Columbia**

2000

**Model Secondary School for the Deaf
Washington, District of Columbia**

1999

**California School for the Deaf, Fremont
Fremont, California**

1998

**California School for the Deaf, Fremont
Fremont, California**

1997

**California School for the Deaf, Riverside
Riverside, California**