

The American Fisheries Society

1st Annual Student Quiz Bowl Official Rules

Competition: August, 2018 – Atlantic City, New Jersey

The Quiz Bowl (the fisheries version of jeopardy) is a fun and exciting event where you can watch colleges/universities compete in fisheries trivia.

If your team would like to test your skills this year, please contact Jason Vokoun, chair of the AFS Annual Conference Quiz Bowl Planning Team, at jason.vokoun@uconn.edu . The coordinating committee will communicate frequently with registered teams as the conference dates approach. If for any reason your team does not receive an acknowledgement of your registration within ten days, we request that you contact the coordinator once again.

Registration will OPEN on April 1st and CLOSE at 11:59 p.m. EDT, on May 15th! Please note that registration will CLOSE soon after final exams for most universities.

Please provide Jason Vokoun with the following information to register your team:

1. The name of your university/college or student sub-unit of AFS
2. The name and email address for one individual that will serve as your team's main contact

IMPORTANT: Due to the conference being scheduled in August just before or on the beginning of most fall semesters, please ensure that at least one team member or advisor can be reached by e-mail during the summer break.

Quiz bowl will consist of a single elimination tournament in which teams gain points by answering questions asked by a moderator. After successfully answering a “toss-up” question, the team will be given a multi-part “bonus” question. Toss-up and bonus questions will cover material relevant to natural resource management. A list of subject matter and approximate percentages of questions is included at the end of this document.

Early rounds will take place on Monday and Tuesday concurrent with technical sessions in a designated room in the conference center. The final match location and time is TBD.

General Rules

1. Participation is open to teams composed of either: (a) members of a single student sub-unit or chapter of AFS or (b) student members of AFS (dues-paying members of the international organization) from a single university or college that doesn't have a student chapter. Only one team is allowed per university or college. Each team must consist of at least four players and may consist of up to five players, with no more than four participating at once (i.e., one team member will be an alternate during a match). Only two graduate students maximum (persons that already hold a four-year degree and are enrolled in a Master's or PhD program) can participate in a match for a team. That is to say that at least two undergraduate students must be competing at all times during a match.
2. Team pairings will be chosen at random for the first round. Pairings in subsequent matches will be determined by results of previous rounds.
3. Matches will last ten minutes, except for the final match, which will last 15 minutes.
4. Once a question is read completely, it will not be repeated.
5. On all questions, the first answer given will be the one accepted (i.e., there will be no second thoughts). The moderator reserves the right to ask the respondent to "be more specific."
6. If the pronunciation of the answer is unclear to the moderator, the respondent may be asked to spell the answer. Only correctly-spelled answers will be considered correct.
7. Small notepads will be provided for team members to use during the match. Competitors may not bring notes or notepads to the stage. Also, books, mobile phones, laptop computers, etc. may not be used.
8. Toss-up questions will not be projected on the screen until the moderator has read the entire question.
9. The moderator may be interrupted, at which point he/she will stop reading. If the moderator is interrupted and the answer is incorrect, a five-point penalty will be assessed. Then, the moderator will read the question in its entirety and allow the players on the opposing team (only) an opportunity to answer.
10. There is no penalty for a correct answer at any time or an incorrect answer so long as the moderator has completed reading the question.
11. When the match time expires, the match is over. If the match ends while a question is being asked, the match ends at that point. If the final bell rings while a toss-up or bonus question is being answered, the match ends after the allotted time for the answer has expired. For the purpose of this rule, players who have signaled, but have not been acknowledged, will be allowed to answer. Should time expire while a toss-up question is being answered correctly, there will be a bonus question awarded only if it has bearing on the outcome of the match.
12. The team with the highest score at the end of the match is the winner. If the score is tied at the end of the match, the match will be extended an additional three minutes. If after the additional three minutes, the score is still tied, a sudden-death round will be held in which the first team to correctly answer a question wins the match.
13. A judging committee of the college and university faculty members, research fisheries biologists, etc., will be the referees and final arbiters of any appeals or interpretations that may arise during a match.

Specific Rules for Toss-up Questions

1. Matches begin with a toss-up question open to both teams. Each toss-up question is worth 10 points. Full points are earned for a correct answer. No points are lost for an incorrect answer, unless the buzzer interrupts the moderator (for which a five-point penalty will be assessed).
2. Following the reading of a toss-up question, five seconds will be allowed for a team to signal for an answer. A team member signals to answer by pressing a button that activates a buzzer and light. The first team member to respond is indicated by their individual light and only this person may answer the question.
3. If no one signals within the allotted time, the moderator will give the answer and proceed to the next question.
4. The moderator will acknowledge the signal by verbally announcing the team member's school and name/number of the player*. If the player answers before being acknowledged, the moderator will state the answer cannot be accepted and the opposing team will be given a chance to signal (five seconds), be verbally acknowledged, and answer. This rule applies irrespective of whether the unaccepted answer given is correct or incorrect! (*Note: this can also be, for example, "green-four" meaning the fourth player on the team with green lights).
5. The team member acknowledged has 10 seconds to answer the question and is the only individual who can answer the question; they may not confer with their teammates during toss-up questions. If the answer is heard from the audience by any Quiz Bowl official, the question will be discarded. If any discussion occurs between members of a team on a toss-up question, that team forfeits the right to gain points and the opposing team will be given the chance to signal (five seconds), be verbally acknowledged, and answer (ten seconds).
6. Should a team member give a wrong answer to a toss-up question, the opposing team has five seconds in which to signal after the moderator announces that the answer is incorrect. The team member will then be verbally acknowledged and allowed ten seconds to answer the question. No points are lost for incorrect answers.
7. A team member may signal to answer a toss-up question as it is being asked. When this occurs, the moderator stops reading at that point. If, after being acknowledged, the answer given is wrong, five points are lost, and the entire question is repeated for the opposing team. As in all toss-up questions, a team member must signal and be acknowledged before answering the question. In the event that a member of the opposing team signals before the question has been repeated or repeated completely, the moderator stops reading the question and acknowledges that team member for an answer. Once the question is read completely, it is not repeated.
8. The team that answers a toss-up question correctly is given a bonus question.

Specific Rules for Bonus Questions

1. A bonus question consists of up to four parts. Bonus questions are worth a total of 20 points with points divided equally among the parts (unless otherwise specified). Points are earned for each part answered correctly according to the value of the part. No points are lost for incorrect answers.
2. Bonus questions are a team effort, but the answer decided upon for each part can only be accepted from the team captain. The team will have 30 seconds after the question is read to answer all parts.
3. Answers can be given for any part of the question in any order at any time, even while the team members continue to discuss other parts.
4. Bonus questions will include oral, audio, video/slide, or carry-on specimen(s).

Challenges

1. For toss-up questions: If an answer ruled incorrect is believed to be correct by a team member, the team captain may challenge the moderator's ruling by appealing to the judging committee. Challenges may be made only after the opposing team has had an opportunity to answer. Also, if a member of the opposing team believes an answer ruled correct to be incorrect, the team captain may challenge the moderator's ruling by appealing to the judging committee. The match clock is stopped until the judges make their final decision. Challenges must be made before the bonus or next toss-up question is read.
2. For bonus questions: If an answer ruled incorrect is believed to be correct by a team member, the team captain may challenge the moderator's ruling by appealing to the judging committee. Also, if a member of the opposing team believes an answer ruled correct to be incorrect, the team captain may challenge the moderator's ruling by appealing to the judging committee. The match clock is stopped until the judges make their final decision. Challenges must be made before the next toss-up question is read.
3. In all cases, the decision of the judges is final!

Subject Matter

Questions will be drawn from the categories listed below in these approximate percentages. Often a handful of toss-up and bonus questions will be focused on the unique habitats, species, and conservation issues of the host location. Be prepared and good luck!

Biology / Taxonomy / Ecology	30
(fish, marine mammals, aquatic herps, aquatic plants, and aquatic invertebrates)	
Conservation Biology / Population Ecology	15
Fisheries Management Techniques	15
Fisheries Legislation and Conservation Policies	10
Regional (host state) questions	10
Human Dimensions / Social Science	5
Statistics / Biometrics	5
AFS Trivia	5
International Fisheries Conservation	5