

The Wildlife Society

Annual Student Quiz Bowl Rules

September, 2017 – Albuquerque, New Mexico

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

If your team would like to test your skills this year, please contact Michelle Bogardus, TWS Annual Conference Quiz Bowl Planning Team, at MichelleDBogardus@gmail.com. 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 May 1st, and CLOSE at 11:59 p.m. EDT, on Sunday, August 6th! Please note that registration will CLOSE during the summer break of most universities.

Please provide Michelle Bogardus with the following information to register your team:

1. The name of your university/college or student chapter of TWS
2. The names and email addresses for all five team members (please indicate who the alternative team member is with an asterisk)
3. IMPORTANT: Due to the conference now being scheduled in September, please ensure that at least one team member or advisor can be reached by e-mail during the summer break.

Quiz bowl will consist primarily 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.

Following their successful introduction at the October 2016 meeting in Raleigh, North Carolina, we will once again include two relatively new “innovations.” First, we will convert the event from one to two nights, with our primary intent being an interest in encouraging a larger audience for the final rounds, which in past years have sometimes ended near midnight. On Monday, we will conduct a single-elimination* tournament, narrowing the field to the final four teams (*Because “bye” rounds can introduce a level of unfairness, we reserve the right to add one or more “wild card” slots to balance the playoff bracket – for example, the two highest-scoring, but otherwise non-advancing teams may compete, and the winner continues in the competition).

The second big change is the addition of a round robin tournament among the final 4 teams to determine pairing for the final two matches. This will begin on TUESDAY afternoon at 3 p.m. (subject to change). Each of the final four teams will play every other team in shorter, 7.5 minute matches. Each team’s combined score from all 3 matches will be used to determine the championship match (two highest-scoring teams) and the consolation match (third and fourth ranking teams).

On Tuesday starting at 6 p.m., we will stage the two final matches, the 3rd/4th place match (ten minutes) followed immediately by the championship match (15 minutes).

General Rules

1. Participation is open to teams composed of either: (a) members of a single student chapter of TWS or (b) student members of TWS (dues-paying members of the national/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 (one team/school) may consist of up to five players with no more than four participating at once (i.e., one team member will be an alternate). Graduate students (any person that already holds a four-year degree or is enrolled in a Master's or PhD program) are not eligible to compete in Quiz Bowl.
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 round robin matches (7.5 minutes) and the final match (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 host school faculty members, professional wildlife biologists, etc., will be the referees of any challenges that may arise.

Specific Rules for Toss-up Questions

1. Matches begin with a toss-up question open to both teams. Each toss-up question is worth ten 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 is 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 state. Be prepared and good luck!

Biology / Taxonomy / Ecology	30
(birds, mammals, herps, fish, plants, invertebrates)	
Biogeography / Biodiversity / Population Ecology	10
Management Techniques / Conservation Policies	10
Current Events (including conference events)	10
Regional (host state) questions	10
Human Dimensions / Wildlife Damage Management	5
Soils / Geology / Botany	5
Statistics / Biometrics	5
TWS Trivia	5
International Wildlife Conservation	5

