International Association of Society and Natural Resources Student Quiz Bowl Rules

1. The International Symposium for Society and Resource Management (ISSRM) will host a student Quiz Bowl. The objective of the Quiz Bowl is to provide a spirited competition among teams and allow both the participants and the audience to have fun while enhancing their awareness of social science issues applied to the environment and natural resources.

2. All teams will be university-based and will consist of four student members. Both undergraduate and graduate students currently enrolled at the school will be allowed to participate. Each school may only have one team. The hosting university may not enter a team in the Quiz Bowl.

3. Schools who wish to participate must register with the Quiz Bowl coordinator. All participants will be sent a list of trivia categories, material to study, and a copy of the quiz bowl rules. Each individual on the winning team will receive a $50.00 gift certificate.

4. A maximum of six teams will be allowed to compete due to time constraints. If more teams register than time allows for the competition, the teams to register first will be given priority.

5. Questions for the Quiz Bowl are held at the institution hosting the conference. They will be in either open-ended or multiple choice formats, and divided into categories. Possible categories include natural resources, parks and recreation management, rural sociology, and conservation policy. A complete list of categories will be announced prior to the conference. Different analogs will be used, including but not limited to multi-media, videos, pictures, and sounds.

6. The format of the competition will be similar to that of the TV show Jeopardy!: an answer will be provided by the moderator and contestants will provide the correct question in response (e.g., Prompt: "This analysis allows you to estimate sample size of a study." Correct response: "What is, a power analysis."). **Contestants must answer in the form of a question or the response will be considered incorrect; no exceptions to this rule will be made!**

There will be four categories of with four point possibilities ranging from 100 to 500 points. Unlike in the televised Jeopardy! game, there will be no daily doubles.

7. A jeopardy-style board will be projected next to the participants. There will be two rounds of five subject categories with five prompts each. Competing teams will select prompts based on the category and point-value. Higher point values will correspond to more difficult questions.

9. The Quiz Bowl will be comprised of two rounds. Each round will last approximately 20 minutes. After the first match, the three teams holding the most points will proceed to the final round (two will be eliminated). We have five teams, so there will be two first-round matches consisting of three teams each. At the end of the first-round match, one final answer will be posed where eligible teams can wager up to all of their accumulated points. For first-round matches, the team starting with control of the board will be determined randomly. The winning teams from each first-round match will play against each other in the championship round. The team with the lowest point total from the first rounds will start with control of the board in the championship round.

8. Prior to the start of each first-round match, all team members will be asked to provide the following information: name, degree on which you are working (B.S., M.S., or Ph.D.), your home university, and the country in which you are studying. All student participants will remain in the designated competitor section of the conference hall for the duration of the competition.

10. After each prompt is read, competitors have ten seconds to buzz in to respond. If a buzzer interrupts the moderator, s/he will cease reading the prompt and the ten seconds will begin. Buzzers will be provided to each member of the teams in each round, such that any team member can buzz in. The team of the contestant who rings in the fastest will have the first chance to answer the question without interference by other teams. If neither team signals within ten seconds, the moderator will announce that time has run out and will move on to the next question.

11. Once a participant buzzes in, the team has five seconds to give a correct answer before they lose the point value. Points will only be gained, not deducted. That participant's team members can be consulted. **This time will be strictly enforced to ensure that the game keeps moving.**

11. If the team gets the question correct within five seconds after ringing in, they gain the point value of the answer and have control of the board. If they do not provide the correct question within five seconds of ringing in, they lose the point value and the other two teams will have five seconds to ring in for a chance to answer the question once the moderator has reset the buzzers. If one of the other teams gets the question correct, they gain the point value and have control of the board. If no team gets the question correct, control is maintained by the team with the last correct answer. There is no penalty for passing on a question and not ringing in. A single judge will be the final arbiter on whether or not a question is correct.

11. Discussion is allowed between team members after they have initially signaled only. Deliberation between team members is not permitted before "buzzing in". No discussion between different teams or their advisors will be allowed. The moderators and judges will help keep background and audience noise to a minimum during each round.

13. At the end of the time period, the team with the most points will be the winner of the match and will move on to the second round. The winner of the final match wins the ISSRM Student Quiz Bowl Competition.

14. Prior to final match, each team will be told how many points they earned. If the team has a negative value, they will not be able to participate. We will then reveal a subject category, and the eligible teams will have 15 seconds to decide how many points they want to wager; wagers can range from no points to the full amount of points earned. Then, the final answer will be revealed and teams will have 30 seconds to write down their response, in the form of a question, on a piece of paper. A response must be written, and incorrect responses result in the loss of the amount of points wagered.

15. In the event of a tie for any match, the teams will enter a lightning round. After two minutes, the team with the most cumulative points wins. If there is still a tie, additional two minute rounds will be held until there is a winner. In the lightning round, the signaling time is reduced to 5 seconds. Only the first team to signal after each question is read will be allowed to answer. Point values will be similar to those for the regular round.

16. If any team members are absent at the start of the match in which they are competing, that team will be forced to forfeit.