

**FLORIDA EDUCATION FUND
HISTORY AND CULTURE BRAIN BOWL RULES**
(Revised August 2011)

A. GENERAL

1. The name of the FEF's History and Culture Brain Bowl shall be "Challenge Race to Excellence." The game played shall be "The Black Heritage Trivia Game."
2. There will be three (3) levels of competition during the year. From November 2011 through February 2012, county and regional competitions will occur. In March 2012, the state competition will take place in central Florida.
3. At the county level, the COE Director will determine the number of teams that may enter the Brain Bowl Competition. The winning teams from the county contests will compete at regional level competitions.
4. The first place teams from the respective regional competitions will compete against each other in the state finals on March 23, 2012.
5. Youth in grades six (6) through twelve (12) are encouraged to compete in the Brain Bowl.
6. Teams may consist of seven (7) players. **Exactly** five (5) players **must** compete at a time. Once a team has competed, new members may not be added at any level of competition. The two (2) remaining team members can be used to replace team players between rounds or in case of an emergency prior to or during competitions.
7. A school-based team or a team sponsored by a school may consist only of students attending the school.
8. Prior to the competitions, each team will designate a captain and a co-captain. The captain will introduce the members of the teams, the coaches, and the sponsors before the competition begins. Once a match has begun, only the captain may question the moderator regarding scores, sequence of play and general information. No interruptions will be permitted once the moderator has asked a question.
9. There will be a moderator, a chief judge, a timekeeper, a scorekeeper, and a minimum of two (2) ombudsmen utilized at every level of competition. One special assignment for chief judge will be to keep a record of the team to which the questions should be addressed. The ombudsman will be responsible for monitoring team members when the necessity may arise for a team member to leave the area of competition (e.g., bathroom break). The ombudsman will also make sure that there is no in/out audience traffic during the competition and no written, audio or video recording by the audience during the competition and will notify the chief judge if a coach wants to file a protest.
10. Members of advisory boards of Centers may not serve in any official capacity during the competitions with the exception of serving in the role of orientation leader(s). Staff of

Centers may serve in designated capacities, i.e., timekeeper, scorekeeper, and ombudsman at any time during any of the competitions.

11. Space will be made available for use by teams for conferring during the competition. After the competitions have begun, competing teams conferring with each other with the aid of written materials will forfeit the match. **No books or other written materials will be brought to the rooms where the competitions are being held.** After a game has begun, neither coaches nor sponsors nor Center staff are to confer with members of their teams unless official times are allocated. **During all levels of competition, coaches and assistant coaches will sit in a designated area at the back of the room. Coaches will be provided score sheets to be utilized during competition.**
12. Prior to the competitions, an orientation for team members, judges, scorekeepers, timekeepers, moderators, ombudsmen and coaches will be held. Staff of the Florida Education Fund (FEF) or their designees will conduct this orientation. Advisory board members may serve as orientation leaders for this portion of the competition.
13. Dates and location of competitions must be specified in writing. Any team that fails to appear at the competition site at the agreed-upon time will forfeit the match.
14. State level first-place, second-place and third-place team members who selected college scholarships from prior years **may not compete** in subsequent years.
15. At the county level, questions will be drawn from The Black Heritage Trivia Game as well as from the following historical and cultural books: *THE COLOR OF WATER* (Second Riverhead Trade Paperback Edition) by James McBride and *THRILLER: MUSICAL LIFE OF MICHAEL JACKSON* (Da Capo Press, First Trade Paper Edition 2011) by Nelson George. At the regional level, questions will be drawn from the The Black Heritage Trivia Game as well as from the following historical and cultural book: *FREEDOM IN THE FAMILY: A MOTHER-DAUGHTER MEMOIR OF THE FIGHT FOR CIVIL RIGHTS* (Random House Publishing Group, Paperback Reprint 2003) by Tananarive Due and Patricia Stephens Due. Questions at the state level will be drawn from *DREAMS FROM MY FATHER: A STORY OF RACE AND INHERITANCE* (Crown Publishing Group, Paperback Reprint 2004) by Barack Obama; *FROM SLAVERY TO FREEDOM: A HISTORY OF AFRICAN AMERICANS*, Chapters 16-23 (McGraw-Hill Humanities/Social Sciences/Languages, 9th edition 2010) by John Hope Franklin and Evelyn Higginbotham; and *NATIVE SON* by Richard Wright.

An independent consultant hired by the FEF will write all book questions. No COE Directors, students, coaches or sponsors will have access to these questions prior to or after the competition. Judges should receive the questions in a sealed envelope from the FEF. The envelope is to remain sealed until the competition.

16. At each level of competition, draw sheets (bracketing) must be done prior to initiating one of the competitions. The draw sheets must be clearly visible to all.
17. **TRUE/FALSE, YES/NO, OR EITHER/OR QUESTIONS WILL NOT BE ASKED IN COMPETITIONS AT THE COUNTY, REGIONAL OR STATE LEVEL. IF THE MODERATOR INADVERTENTLY ASKS ONE OF THE ABOVE MENTIONED**

QUESTIONS, WHETHER IT IS ANSWERED CORRECTLY OR INCORRECTLY, THE QUESTION WILL BE THROWN OUT AND THE RECEIVING TEAM WILL BE GIVEN A NEW QUESTION WITHOUT PENALTY. FOR MULTIPLE CHOICE QUESTIONS, CHOICES WILL NOT BE GIVEN. STUDENTS ARE RESPONSIBLE FOR THE CORRECT ANSWER.

18. Byes may be given in the first round of each level of competition in order to pare down the teams.
19. DURING ALL LEVELS OF COMPETITION, ALL PARTICIPANTS ARE RESPONSIBLE FOR RULES AS WRITTEN.

B. QUESTIONS AND COMPETITION

1. At the county and regional levels of competition, certain questions will be derived from The Black Heritage Trivia Game provided by the FEF.
2. Rounds to be played will minimally include quarterfinal(s) (if at least five (5) teams are competing), semi-final (if at least three (3) teams are competing, and final (if at least two (2) teams are competing). To determine the order of play, the team coaches will draw numbers.
3. During the quarterfinals, if there are five (5) or fewer teams competing, then the round should be played in a double elimination format. If there are six (6) or more teams, the format should be single elimination format. **(The foregoing refers to the county and regional levels. At the state competition, the double elimination format will be used exclusively.)**
4. The semi-final round is played with the winning teams from the quarterfinals. This round shall be played in the double elimination format. During the semi-final round, the following format takes effect:

Each game will be divided into two (2) five (5)-minute halves. The **first half** will use **card questions only** while the **second half** will use **book questions only** (point value to be chosen by the team). Halftime will last for approximately one (1) minute. Substitutions may be made at halftime. If a two (2)-point advantage is not established after the **second** half, questions from the books will be used to determine the winner in a sudden death playoff. The first team to answer a question correctly when the opposing team misses a question is declared the winner. Substitutions may also be made after regulation.
5. The winners of the semi-final round will advance to the finals. The final round also will be a double elimination round and the format for the final round will be book questions only. The final round will determine the champion as well as the second place winning team.
6. Depending upon time available, a consolation round may be played in order to determine the third and fourth place teams.
7. Questions will be read as printed in The Black Heritage Trivia Game.

8. Members of the team to which the question is addressed may confer on the answer. The team captain or designee must give the answer. Only that answer will be considered as the official team response.
9. A team will have a maximum of ten (10) seconds in which to answer questions derived from The Black Heritage Trivia Game and twenty (20) seconds in which to answer questions from the books. Questions will be read only once unless a team requests clarification; however, the team still remains under the ten (10)-second or twenty (20)-second rule. The question, if not properly answered by Team A, may be re-read for Team B only if Team B makes that request. The time required to re-read the question will be deducted from the total amount of time allocated to the team for its response. The moderator will announce the book and page number when book questions are drawn.

If a question is answered incorrectly, the opposing team has the opportunity to answer the missed question without a penalty for an incorrect answer.

If the opposing team answers the question correctly, then that team will receive the point value of the question and will get the next question.

10. An answer to a question given after the time has elapsed will not be considered valid. If the answer proposed by Team A is incorrect, then Team B will have the opportunity to answer the question. If, after time has elapsed, the answer proposed by Team A is correct, then Team B will be given a new question and no score will be awarded for the correct answer provided by Team A. Team B will also be given a chance to answer a new question for that round.
11. If the moderator is interrupted by a member of the team to which the question is being addressed, the moderator will immediately stop reading the question and allow the interrupting individual five (5) seconds in which to answer the question. If the individual who interrupted the moderator fails to provide the correct answer, the team is penalized one (1) point. The moderator will then repeat the entire question for the opposing team.
12. If either the chief judge or moderator believes that a particular answer to a question may be accurate but is incomplete, he/she may request the responding team to provide additional information. For example, if a question requires identification of an individual and the responding team only gives the last name, the team may be asked to provide the individual's first name. Likewise, a team may be asked to spell an answer if it is unable to pronounce it properly. If the team is unable to supply the answer, then the question will be discarded and a new question will be drawn for the opposing team. **(IMPORTANT—TEAM MEMBERS WILL BE HELD ACCOUNTABLE FOR CORRECT INFORMATION FROM THE BLACK HERITAGE TRIVIA GAME.)**
13. If a team response provides more information than is included in the correct answer, the moderator or chief judge may determine whether the answer is acceptable or not and may ask for clarification from the person answering the question.

14. No communication is permitted by Team B when a question has been addressed to Team A and vice versa. A two (2)-point penalty may be assessed against a team for conferring out of order.
15. When Team A incorrectly answers a question and the moderator inadvertently provides the answer prior to allowing Team B to answer, a new question will be drawn for Team B's response.
16. **No team member other than the captain may challenge or question the moderator or any other official at any time during a match.** Participants are only to answer questions during the official match. The chief judge will issue a warning on the first interruption and will assess a two (2)-point penalty with each additional interruption.
17. Each match at the regional and state competition will be audio taped. No recording, written, audio or video, will be permitted by the audience or participants at the competition site. The score for each match will be recorded in order to provide an official record.
18. "Challenge Race to Excellence" is won on the county and regional level when a team has or achieves a two (2)-point advantage after ten (10) minutes of play. If neither team has a two (2)-point advantage at the end of the match, there will be a sudden death playoff. Questions from the books will be used to determine the winner. In sudden death, the first team to answer a question correctly when the opposing team misses a question is declared the winner. **All sudden death questions are valued at one (1) point.**

For example: **Each sudden death round consists of two (2) different questions. If Team A answers the first question in the sudden death playoff correctly, then Team B is afforded an opportunity to answer the second question. If Team B answers incorrectly, Team A wins. If Team A answers the first question incorrectly, and Team B answers the second question correctly, then Team B wins. If both teams answer correctly or incorrectly, then play continues with another two (2)-question round.**

19. A protest may be initiated by the team's captain orally during the match or by the team's coach who will utilize the protest card. Any protest must be submitted to the match's chief judge immediately. The protest may be one of three types: (1) a challenge as to the accuracy of an answer provided during the match; (2) a claim that a rule violation occurred during the match; or (3) a claim that a judge misinterpreted a rule that would change the outcome of a match. The protest must be submitted by the team captain or coach and must specify which question or rule is being violated. The coach's protest must be in writing. If the team does not protest, the team forfeits the right to protest and the match outcome will remain unchanged.

A coach initiates a protest by using the protest card. When the ombudsman informs the chief judge of a protest, the clock will stop immediately.

20. The chief judge will review the protest and, if necessary, the audiotapes. If the judge rules that the protest is valid, and this changes the outcome of the match, then the revised outcome will be considered the official outcome. The chief judge will be allocated five (5)

minutes to make a decision regarding written protests, and oral protest decisions will be made immediately.

Should the judge determine that the official outcome is revised by the protest, then the team not submitting the original protest will have (2) minutes from the time of the judge's decision to file a counter-protest. The chief judge will review the counter-protest and make a final ruling, which cannot be protested. All protests filed must be adjudicated before the competition can proceed. A team filing a protest or counter-protest not considered valid may be assessed a one (1)-point penalty at the discretion of the chief judge. For a second or third invalid protest or counter-protest by the same team, the sponsoring Center of Excellence will be assessed a \$100.00 fine. At county and regional competitions, the chief judge will report any infractions that lead to a penalty to the Florida Education Fund.

STATE LEVEL COMPETITION DESCRIPTION

1. Competition will take place on Friday, March 23, 2012. Questions at the state level will be drawn exclusively from the historical and cultural books.
2. **During preliminary rounds**, a game is won when a team scores fifteen (15) points and has or achieves a two (2)-point advantage after ten (10) minutes of play.

During preliminary rounds at the state championship, the following format takes effect:

The time limit for each game will be ten (10) minutes with no halftime, and each game will use book questions only (point value to be chosen by the team). If a two (2)-point advantage is not established after ten (10) minutes of play, questions from the books will be used to determine the winner in a sudden death playoff.

Each sudden death round consists of two (2) different questions. If Team A answers the first question in the sudden death playoff correctly, then Team B is afforded an opportunity to answer the second question. If Team B answers incorrectly, Team A wins. If Team A answers the first question incorrectly, and Team B answers the second question correctly, then Team B wins. If both teams answer correctly or incorrectly, then play continues with another two (2)-question round. Substitutions may also be made after regulation.

3. During the state semi-finals and finals, the maximum point cutoff will be thirty (30) points with a two (2)-point advantage. **The time limit for these rounds will be fifteen (15) minutes with no halftime.** If either team reaches thirty (30) points but does not have a two (2)-point advantage, the teams will continue play until the end of regulation or until one team wins with a two (2)-point advantage, whichever comes first. If a two (2)-point advantage is not established at the end of regulation, questions from the books will be used to determine the winner IN A SUDDEN DEATH PLAYOFF.
4. **ALL QUESTIONS WILL COME FROM THE HISTORICAL AND CULTURAL BOOKS DURING THE STATE COMPETITION.** The team that wins the state semi-final and final rounds will be declared the champion.
5. Regardless of placement in the State Competition, each team must attend the entire State Competition on March 23, and the entire NAS Pre-College Summit and Brain Bowl Awards

Banquet on March 24. If a team fails to attend, the team will be assessed a \$50 per student and \$100 per coach fine, unless the team's absence has been pre-approved in the event of an emergency. To obtain such approval prior to the end of the Competition, the coach must submit an Early Release Request Form to the Chief Judge, whose decision regarding the Request will be final. To obtain approval once the Competition has concluded, the coach must submit an Early Release Request Form to an FEF officer, whose decision regarding the Request will be final.

C. RULES FOR FINAL ROUND OF COMPETITION

If Team A answers only part of a question with multiple parts, that question will be thrown out and Team B will receive a new question with the same point value. During the final round of the county and regional levels of competition and during the entire state level of competition, historical and cultural books will be used exclusively. Because the books will be used exclusively, each question will be given a specific numerical value, and each team will have an option of choosing from the various numerical point categories.

LEVEL 1

*May include questions stating quotations, but is not limited to this type of question. Level one (1) questions are worth one (1) point and are the lowest level of difficulty.

LEVEL 2

*May include multiple short answer questions with fill-in-the-blanks, but not limited to this type of question. Level two (2) questions are worth two (2) points and are the next level of difficulty.

LEVEL 3

*May include questions requiring critical thinking, but is not limited to this type of question. Level three (3) questions are worth three (3) points and are the highest level of difficulty.

The important numerical distinction is that a choice of questions with greater or lesser degrees of difficulty may be made by each team BUT not necessarily that they will be reflective of quotations, fill-in-the-blanks, or critical thinking.

D. SYNOPSIS OF HISTORICAL AND CULTURAL BOOKS

The following books were selected by the FEF because they provide a historical frame of reference for the experiences of African Americans and other minorities and speak to the obstacles and challenges they have had to overcome. The books also highlight and target the phenomenal achievements of African Americans and other minorities, past and present. We believe these books harbor much of the historic knowledge our children and youth need to know in order to take their proper place in the continuing development of our community. It is truism "...that a people who do not know from where they come cannot know where they are going."

Note: The descriptions of the books below derive from various reviews.

1. ***The Color of Water: A Black Man's Tribute to His White Mother***
by James McBride

Author James McBride explores his mother's past and his own upbringing and heritage in this meditation on race and identity, ***The Color off Water: A Black Man's Tribute to His White Mother***. The son of a black minister and a woman, Ruth, who would not admit she was white, McBride, in *The Color of Water*, recreates his mother's story. The daughter of an Orthodox rabbi, Ruth's family emigrated to America and ultimately settled in a small Virginia town where anti-Semitism and racial tensions ran high. At seventeen, after moving to New York City, she married a black minister and later bore twelve children. Although continually confronting adversity and racism, Ruth's determination saw all her children through college. Interspersed throughout his mother's narrative, McBride shares recollections of his own experiences as a mixed-race child of poverty and his eventual self-realization and professional success.

2. ***Thriller: The Musical Life of Michael Jackson*** by Nelson George

Thriller takes us back to a time in 1982 when Michael Jackson was king of the charts, breaking the color barrier on MTV, heralding the age of video, and becoming the ultimate representation of the crossover dreams of Motown's Berry Gordy, who helped launch Jackson's career with the Jackson 5. In this incisive and revealing examination of the making and meaning of *Thriller*, Nelson George illuminates the brilliant creative process (and work ethic) of Jackson and producer Quincy Jones, deftly exploring the larger context of the music, life, and seismic impact of Michael Jackson on three generations. All this is written by a groundbreaking journalist and cultural critic who was there. George questions whether the phenomenon Jackson became is even possible today. He revisits his early writings on the "King of Pop" and examines not only the stunning success of *Thriller* but also Jackson as an artist, public figure, and racial enigma.

3. ***Freedom in the Family: A Mother-Daughter Memoir of the Fight for Civil Rights*** by Tananarive Due and Patricia Stephens Due

While Martin Luther King was a major influence on Patricia Stephens Due, she knows that the Civil Rights Movement was spurred on by average citizens like her throughout the South in the 1960's, and she sets out in this memoir to write her story as well as the stories of her fellow grassroots activists. Her tale is interwoven with that of her daughter, Tananarive, who won an American Book Award for her novel *The Living Blood*. Patricia's narrative, ***Freedom in the Family: A Mother-Daughter Memoir of the Fight for Civil Rights***, takes the reader through protests at a segregated Woolworth's lunch counter in Florida and numerous arrests that garnered national attention, leading to a correspondence with King as well as baseball hero and activist Jackie Robinson. But Patricia's activism did not end with the Movement; one of the memoir's most powerful anecdotes, written by Tananarive, recounts a showdown, years later, between Patricia and an intimidating cluster of police officers, who arrived at the family home in Miami in a misguided, racially motivated hunt for thieves. Also tracking the achievements of lawyer John Due, Patricia's husband and Tananarive's father, mother and daughter write (in alternating chapters) with an energy that is cathartic in its recounting of past obstacles and optimistic in its hopes for the future.

4. ***Dreams from My Father: A Story of Race and Inheritance*** by Barack Obama

Obama argues with himself on almost every page of this lively autobiographical

conversation in ***Dreams from My Father: A Story of Race and Inheritance***. He convinces you to agree with him, and then he brings in a counter-narrative that seems just as compelling. Son of a white American mother and of a black Kenyan father, Obama grew up mainly in Hawaii. After college, he worked for three years as a community organizer on Chicago's South Side. Then, finally, he went to Kenya, to find the world of his dead father, his "authentic" self. Will the truth set you free, Obama asks? Or will it disappoint? Both, it seems. His search for himself as a black American is rooted in the particulars of his daily life; it also reads like a wry commentary about all of us. He dismisses stereotypes of the "tragic mulatto" and then shows how much we all are caught between messy contradictions and disparate communities. He discovers that Kenya has 400 different tribes, each of them with stereotypes of the others. Obama is candid about racism and poverty and corruption, in Chicago and in Kenya. Yet he does find community and authenticity, not in any romantic cliché, but with "honest, decent men and women who have attainable ambitions and the determination to see them through."

5. ***From Slavery to Freedom***

by John Hope Franklin and Evelyn Brooks Higginbotham

From Slavery to Freedom remains the most revered, respected, honored and preeminent history of African Americans. The best-selling text charts the journey of African Americans from their origins in Africa, through slavery in the Western Hemisphere, struggles for freedom in the West Indies, Latin America, and the United States, various migrations, and the continuing quest for racial equality. Building on John Hope Franklin's classic work, the ninth edition has been thoroughly rewritten by the award-winning scholar Evelyn Brooks Higginbotham. It includes new chapters and updated information based on the most current scholarship. With a new narrative that brings intellectual depth and fresh insight to a rich array of topics, the text features greater coverage of ancestral Africa, African American women, differing expressions of protest, local community activism, black internationalism, civil rights and black power, as well as the election of our first African American president in 2008.

6. ***Native Son***, by Richard Wright

Native Son, originally published in 1940, addresses the issue of white American society's responsibility for the repression of Blacks. Right from the start, Bigger Thomas is headed for jail. The novel tells the story of Bigger, a young black man caught in a downward spiral after he kills a young white woman in a brief moment of panic. In *Bigger*, Wright created a character so damaged by racism and poverty, with dreams so perverted, and with human sensibilities so eroded, that he has no claim on the reader's compassion. Wright, in preventing us from feeling pity for Bigger, forces the reader to confront the hopelessness, misery, and injustice of the society that gave birth to Bigger Thomas. This novel is central to the ongoing conversation among the consciousness of American readers of what it means to live in a multi-racial society where power splits among racial lines.

E. **THE NAMES OF THE REGIONAL WINNING TEAM MEMBERS MUST BE FORWARDED TO THE FEF OFFICE WITHIN 48 HOURS AFTER THE COMPETITION. CENTERS THAT SUBMIT THEIR TEAM REGISTRATION INFORMATION AFTER FEBRUARY 21, 2012, WILL BE ASSESSED A \$50 LATE FEE.**

F. HIGHLIGHTS OF NEWER RULES

1. First, second and third place team members who select scholarships may NOT compete in subsequent state competitions.
2. Centers that submit their team registration information after February 21, 2012, will be assessed a \$50 late fee.
3. A school-based team or a team sponsored by a school may consist only of students attending the school.
4. Teams will have twenty seconds to answer **book** questions.
5. Regardless of placement in the State Competition, each team must attend the entire State Competition on March 23 and the entire NAS Pre-College Summit and Brain Bowl Awards Banquet on March 24. If a team fails to attend, the team will be assessed a \$50 per student and \$100 per coach fine, unless the team's absence has been pre-approved in the event of an emergency. To obtain such approval prior to the end of the Competition, the coach must submit an Early Release Request Form to the Chief Judge, whose decision regarding the Request will be final. To obtain approval once the Competition has concluded, the coach must submit an Early Release Request Form to an FEF officer, whose decision regarding the Request will be final.
6. At the county and regional levels of competition, the semi-final and final rounds shall be played in double elimination format.

G. SUGGESTED PLANNING STRATEGIES

Centers of Excellence

1. Identify a minimum of ten (10) community entities for the competition that may serve as team sponsors, i.e. individuals, schools, churches, businesses, fraternities, sororities, and civic and social organizations.
2. Send them a Brain Bowl Information Packet:
 - Announcement cover letter on your Center's stationery
 - Brain Bowl Rules
 - Newspaper media coverage of previous Brain Bowls
3. In your Brain Bowl announcement cover letter, give the date that you have planned a sponsor orientation (**seek an RSVP**); follow-up with phone calls and personal contact to ensure good attendance. At your sponsor orientation, show appropriate Brain Bowl photos (**create excitement**), discuss the upcoming local competition and the rules, and give general pointers to all sponsors as to how they might prepare their teams for competition. **STRESS THE FACT THAT THERE ARE NO LOSERS IN THE COMPETITION, ONLY WINNERS.** Make clear that, through their support, sponsors may help a team's students win scholarships to college.
4. **SCHEDULE THE SITE OF YOUR LOCAL COMPETITIONS EARLY** and plan a special orientation for officials so they might become a part of the planning and have time to internalize their roles and responsibilities (**highly visible and credible**)

persons from your community serving as officials help to authenticate this activity).

5. **ORGANIZE PRESS COVERAGE EARLY** so the media can plan your Brain Bowl competition into their publication and airing schedule.
6. **REPLICATE THE ABOVE STRATEGIES IN EACH OF THE COUNTIES THAT ARE LOCATED WITHIN YOUR SERVICE AREAS.**

H. **SUGGESTED STRATEGIES FOR BRAIN BOWL TEAM COACHES AND SPONSORS**

1. **SELECTING YOUR TEAM** - Participants may be neighborhood children whom you know, children of people whom you know, students who are members of your church and students referred by other teams. Note, however, that a school-based team or a team sponsored by a school may consist only of students attending the school. If you need help, call your local Center of Excellence.
2. **YOUR ROLE - WHAT DO I DO?**
 - Make sure you have read the background material on the Brain Bowl competition and that you understand the significance and procedures of the competition.
 - **Contact your Center of Excellence Director to obtain** The Black Heritage Trivia Game.
 - Find out from the Center where you might purchase the historical and cultural books.
 - Arrange a regular practice schedule with your team members to (a) play The Black Heritage Trivia Game and **study the rules** and (b) study and discuss the historical and cultural books. (In preparing your team for competition with the books, you might want to recruit someone you know, a teacher, graduate student, etc., who can help the team members DEVELOP study skills in reading the books and how to take notes for study purposes.) **A "book report" process will help your team tremendously and will help you as a sponsor/coach know the extent to which your team is internalizing the materials.**
 - Provide snacks and refreshments for your team when they practice/rehearse. Encourage them, challenge them and remind them often of what is at stake, i.e., awards **that may include college scholarships**, and a trip to central Florida and two-nights accommodation at a central Florida hotel. **In addition to the above-mentioned awards, the benefits of participating will increase students' study skills, sportsmanship, teamwork and knowledge of African American history.**

- GO FOR THE GOLD

3. WHERE TO GET THE BLACK HERITAGE TRIVIA GAME AND BOOKS

Contact your Center of Excellence Director in order to obtain information about The Black Heritage Trivia Game and ordering books.

GLOSSARY

1. Chief Judge – The person who keeps a record of the team to which the questions should be addressed and the official authorized to make the final decision for any protest.
2. Coach/Asst. Coach – The person(s) who prepares the seven (7) students for the Brain Bowl Competition.
3. Counter-protest – Protest filed against the outcome of an already filed protest. A team has two (2) minutes to file a counter protest after the judge's decision.
4. Early Release Request Form – Instrument used by the coach in the event of an emergency to request approved absence from any portion of the State Competition, the NAS Pre-College Summit, or the Brain Bowl Awards Banquet.
5. Immediate – (1) As soon as a violation or infraction of the rules occurs and the clock is stopped. (2) The time allocated to the chief judge to make a decision regarding an oral protest.
6. Interruption – a) an individual interrupts the moderator when a question is being read (failure by the individual to answer the question correctly results in a one (1)-point team penalty); b) a team confers out of order (a two (2)-point penalty may be assessed); c) participants disrupt the competition (after first interruption, a warning is issued, and, after additional interruptions, team(s) are assessed a two (2)-point penalty.)
7. Invalid Protest – a) a team files a protest or counter-protest that is not valid (team may be assessed a one (1)-point penalty); b) when the same team files more than one (1) invalid protest or counter-protest during the competition (sponsoring COE will be assessed a \$100.00 fine).
8. Moderator – The person who reads the questions for the game, directs order of play and verifies the response to the question by awarding or not awarding points.
9. Ombudsman – The person who is responsible for monitoring team members when the necessity may arise for a team member to leave the area of competition (e.g., bathroom break) and monitors the room to insure that there is no in/out audience traffic or written

/audio/video recording during the competition. Ombudsmen also acknowledge the protest card in order to notify the chief judge of a possible protest.

10. Penalty – The loss of point(s) or monetary loss due to infraction of a rule stated in the Brain Bowl Rules document.
11. Protest – (1) a challenge as to the accuracy of an answer provided during the match; (2) a claim that a rule violation occurred during the match; or (3) a claim that a judge misinterpreted a rule that would change the outcome of a match.
12. Protest Card – Instrument used by the coach to notify the ombudsman or judge of a protest.
13. Protest Procedure – A protest may be initiated by the team's captain orally during the match or by the team's coach who will utilize the protest card. A coach initiates a protest by using the protest card. When the ombudsman informs the chief judge of a protest, the clock will stop immediately
14. Round – Rounds to be played will minimally include quarterfinal(s) (if at least five (5) teams are competing), semi-final (if at least three (3) teams are competing), and final (if at least two (2) teams are competing). Rounds are played in order to pare down the teams.
15. Scorekeeper – The person who records the official scores during the competition.
16. Substitute – Any non-playing team member who is available at a specific time to replace one (1) of the five (5) playing members.
17. Sudden Death – Each sudden death round consists of two (2) different questions. If Team A answers the first question in a sudden death playoff round correctly, then Team B is afforded an opportunity to answer the second question. If Team B answers incorrectly, Team A wins. If Team A answers the first question incorrectly, and Team B answers the second question correctly, then Team B wins. If both teams answer correctly or incorrectly, then play continues with another two (2)-question round. All sudden death questions are valued at one (1) point.
18. Team – A group of five (5) to seven (7) students competing in the competition
19. Time Limit – (1) The time assigned to a game. (2) The time allotted for a response to a question. (3) The time allocated to the chief judge to make a decision regarding a written protest or counter-protest.
20. Timekeeper – The person who keeps the official time for the game and the lapse time for answering questions.