

**Jackson State University  
Mathematics/Engineering Fair  
2008 Bowl Competition Rules**

**A. General**

1. Each school is allowed one team of four (4) players. You are allowed to bring a fifth (5th) player as an alternate who can replace a team member in case of illness or other emergencies. Players can be interchanged between rounds.
2. Prior to a competition each team will designate a captain. Once a match has begun, only the captain may question the judge regarding scores, sequence and general information.
3. There will be a judge, a moderator, a scorekeeper and a timekeeper.
4. DURING COMPETITION, ALL PARTICIPANTS ARE RESPONSIBLE FOR RULES AS WRITTEN.
5. During the competition, no recording by the audience, whether written, visual or audio will be allowed.
6. It is required for the audience to keep quiet during the competition.

**B. Questions**

1. The Bowl Competition will be played during the Mathematics/Engineering Fair day.
2. The number of rounds and the competition levels will depend on the number of teams present. But it is expected to have a minimum of 2 rounds: a semi-final and a final. Each match will have two to three teams competing with each other and the one with highest score will advance to the next round.
3. Byes may be given in the first round of play as to pare down the teams.
4. The winners of the semi-final round will advance to the finals. The final round will determine the champion as well as the second place.

5. When a question is being read, team members are to sit at the tables with their hands on their sides. Team members will begin problem solving after the moderator says "GO".
6. Paper and pencils will be provided for problem solving. The final answer must be written down and handed to the judge.
7. Teams will be given 1 minute to compute and solve each problem. Once the time is up, all teams should stop working on the problem.
8. Each match will consist of the same number of problem questions, up to 12, for each team to solve. Each question is worth 10 points.
9. The questions will be addressed to one team at a time, alternating between teams. In case the first team gives an incorrect answer, the other team(s) will get the chance to score 5 points if their answer is correct. A random drawing will be made at the beginning of the match to decide which team gets the first question.
10. Questions will be numbered and at each stage the team will pick a number randomly and the corresponding question will be asked. Once a question is asked the corresponding number is removed.
11. In case of a tie, the tied teams will be asked the same question, and the one who answers correctly will win.
12. You are allowed to bring a standard scientific calculator. No graphing calculator is permitted.
13. Neither the coach nor any member of the audience may help a team in anyway with a question.