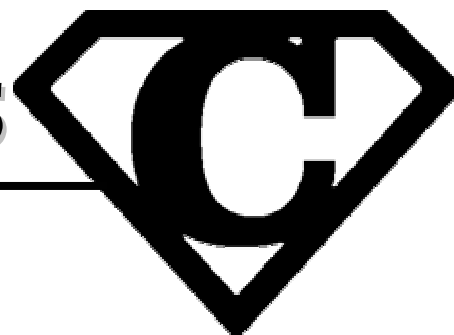


College Bowl 2005



Superhero Showdown

Team Application

- CAC College Bowl will take place April 12th through 15th
- Top teams from the first two days will play Thursday, April 14th in a single elimination tournament; the final two teams will play the championship match on Friday, April 15th.
- Teams will be strongly encouraged to dress up as their favorite superheroes (creativity is encouraged; make up your own superheroes and costumes if you don't have a favorite!)
- Each team is guaranteed three games, although we cannot guarantee that you will be scheduled to play according to your ranked times.
- In addition to awesome prizes for the winners of each bracket, there will be SPIRIT PRIZES for the best team costumes, cheerleaders, etc!
- The team entry fee is \$15 (cash or checks made out to "CAC College Bowl Registration"), but arrangements can be made in cases of extreme financial hardship.
- Applications are due by April 1 at 5:00 p.m. (no joke, get them in on time). Return completed entries to the Center for Student Life on the third floor of the Union.
- If you have any questions, email us at collegebowl@ou.edu.

Team Name/Student Organization: _____

Team Theme: _____

Team Members: _____

Contact Person: _____

Phone Number: _____ Email Address: _____

Alternate Contact Person: _____

Phone Number: _____ Email Address: _____

Please rank the best times April 12: 5-6pm 6-7pm 7-8pm 8-9pm 9-10pm
for your team to play. _____

Every effort will be made April 13: 5-6pm 6-7pm 7-8pm 8-9pm 9-10pm
to seat you accordingly. _____

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For accommodations on the basis of disability or questions e-mail us at collegebowl@ou.edu.

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College Bowl 2005



Superhero Showdown

Tournament Rules

1. A team is four to six people. Only four people may play in a game at once.
2. Matches consist of fifty questions divided into three rounds: a tossup round of 20 questions, a "Family Feud" round of 10 questions, and a final tossup round of 20 questions.
3. The "Family Feud" round consists of one member from each team competing against one member of the opposing team sitting opposite from him/her.
4. Substitutions can only be made at the end of the "Family Feud" round.
5. Correctly answered questions are worth 10 points. Incorrectly answered questions are worth 0 points. Contestants have 5 seconds to respond to a question after it has been read.
6. In the event a team believes a team has been given points for an incorrectly answered question, a team may issue a protest to the moderator. Protests may only be made at the end of the round in which the disputed question was read and may initially last no longer than one minute.
7. A maximum of 100 points are awarded to teams at the discretion of the moderator in the beginning of a match. Points are awarded based on the originality and quality of a team's dress.
8. In the event of a tie after three rounds, "sudden death" questions are read. The first team to answer a "sudden death" question correctly wins the match.
9. Teams are strongly encouraged to dress in costumes suitable to the theme.
10. Teams not arriving on time will automatically forfeit the match after a 5 minute grace period.
11. The moderator should read at a moderate speed, and stop the question immediately when someone buzzes in.
12. Once a player is recognized, a stall count of 3 begins.
13. If the person answers incorrectly or if the stall count expires, the moderator should finish reading the question so that the other team can answer it.
14. Teams have 5 seconds after a question has been fully read to attempt to answer the question before the Moderator says "time."
15. The method of recognizing the person who is buzzing in is at the discretion of the moderator.
16. If one team buzzes in at the very end of the 5 seconds allotted to answer a question and the team answers incorrectly, the moderator then turns immediately to the opposing team and asks for an "immediate response" to the question. This presents the team with the last and final opportunity to answer the question.
17. If the person answering the question is not specific enough (for example: saying "Roosevelt" without saying whether it's Theodore/Franklin), the moderator should ask for more information. This does not affect the stall count.
18. Talking during the match is strictly prohibited. After three warnings by the moderator, ten points may be deducted.
19. In the event of a tie, the moderator will read extra questions, and play becomes "Sudden Death"—the first team to answer a question correctly wins.

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