



3rd Annual SEATA Quiz Bowl Policies and Procedures Manual for 2011



<i>SECTION</i>	<i>PAGE#</i>
<i>Quiz Bowl Personnel</i>	<i>2</i>
<i>Team Registration</i>	<i>3</i>
<i>Team Name</i>	<i>3</i>
<i>Formulation of Questions</i>	<i>3</i>
<i>Qualifying Exam</i>	<i>4</i>
<i>Round 1</i>	<i>5</i>
<i>Round 2</i>	<i>5</i>
<i>Round 3</i>	<i>6</i>
<i>Round 4</i>	<i>7</i>
<i>Final Jeopardy</i>	<i>8</i>

SEATA Quiz Bowl Planning Committee

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Team Registration

The team will register online at <https://www.SignUp4.net/Public/ap.aspx?EID=SEAT61E> no later than January 28, 2011. At the time of registration each team will need to provide the names of four students that will represent their athletic training education program at SEATA. Only 3 members will be allowed to answer questions during the quiz bowl, one member must be designated as an alternate. At the time of registration a designated faculty member must be named as well. This faculty member must accompany their team through the entire quiz bowl process. The registration fee will be \$50.00 and due with the team's registration. Online registration must be submitted by Friday, Jan. 28, 2011 via <https://www.SignUp4.net/Public/ap.aspx?EID=SEAT61E>. Please make every effort to register online. If you choose to send a check, please register your group online and mail a list of the names registered or a copy of your registration confirmation with your check to Jim Mackie, SEATA Treasurer, 12133 Cheyenne Trail, Jacksonville, FL 32223. Mail-in registration forms at www.seata.org/11qblog.doc must be postmarked no later than midnight, Tuesday, January 18. Make Checks Payable to: **SEATA**. [SEATA Refund Policy http://seata.org/refund.htm](http://seata.org/refund.htm) [SEATA Website Privacy Policy http://seata.org/privacy.htm](http://seata.org/privacy.htm)

Team Names

All teams that are participating in the SEATA Quiz Bowl must have a team name. This team name will be used throughout the event. The student's are asked to create their team name and inform the SEATA Quiz Bowl of their name during team registration. Team names should promote the profession of athletic training. Team names will not be allowed to include any vulgar language, hidden vulgar meanings or anything else deemed unprofessional by the members of the SEATA Quiz Bowl.

Formulation of Questions

Questions will be based on the *Athletic Training Educational Competencies*, 5th Edition Twelve content areas and the *BOC Role Delineation Study*, 6th Edition. All questions will be referenced by at least 2 common athletic training education text books or position statements. Additional questions can be formed using information regarding the history of the NATA and SEATA.

Round 1

All teams will be competing in Rounds 1 and 2. Rounds 1 and 2 will be scored automatically using the software provided by Turning Point Technologies, Inc. This software is run using PowerPoint. The team to answer the previous question (or last question answered correctly) in the least amount of time selects the subsequent question (category and wager). The next question is read aloud as it appears on the screen. As soon as the question has been read, the answers appear on the screen. Teams can select their answer immediately when the last possible answer appears. This process continues until all questions have been asked in the Round. Questions for Round 2 are worth more points than in Round 1. There is no deduction of points for incorrect answers. In between every question, every teams score will appear on the screen to provide competitors an idea of where they are placed in ranked order.

Within Round 1 there will be 1 “Daily Double” question. In Round 2, there will be 2. Teams have a limited amount of time to wager a percentage of their current score (i.e., 25%, 50%, 100%). Once all times have wagered, the question and potential answers will appear. The scoring for these questions is based solely on the wager, and not on the speed at which responses are provided. These are the only questions where teams can lose points in Rounds 1 and 2.

At the completion of Round 1 there will be a 15-minute break for score totaling. Once the 15-minute break is over, Round 2 will begin. At the completion of Round 2 there will be a short break for Final Jeopardy set-up. Once the break is over, the final round will begin.

Final Jeopardy

- During final jeopardy, the teams (3 contestants and 1 alternate) will be given the category of the question.
 - There will be a 2-minute break for the members of the team to discuss their points and decide their wager. There will be a countdown clock placed on the screen so the teams are aware of their remaining time.
 - A team with 0 points or less will not qualify for final jeopardy.
 - Once the teams have decided their wager they will need to inform the moderator of this value. This will be done using the handheld devices and teams will be able to enter how much of their points to wager.
 - The moderator will then read the final jeopardy question. Once the moderator has finished reading the question, the teams will be allowed 1 minute to enter their answer into the NXT Card from Turning Technologies.
 - The teams will write/type their answers using the handheld devices provided to them.
 - At this time the point amount that was wagered will be awarded or deducted, pending the result of the question.
- The team with the most points following the final jeopardy round will be crowned the SEATA Quiz Bowl Champion.

- In case of tie:
 - The moderator will read a tie-breaking question that will also appear on the screen.
 - The teams that are tied will have 1 minute to complete the question.
 - The question will be assessed by the moderator; the team that answers the question correctly will win the quiz bowl.
 - If a tie still remains then a coin flip conducted by the judges will be done to determine the winner.

Judges

- There will be a panel of three judges throughout the duration of the Quiz Bowl. These judges will be on hand to interpret the answers. These judges will not be asked to determine the validity of the question that is asked.
- The teams can't challenge the question but they can challenge the answer.