

## **NUTRITION EXECUTIVES COLLEGE BOWL RULES**

1. Each team is composed of four (4) students in a Didactic Program in Dietetics or Dietetic Internship. Each team will designate a team captain. One student is an alternate who will play only in the absence of a regular team member. Graduate and undergraduate students may participate.
2. Team members and alternates may participate only for one year; a student who participates as a team member or an alternate may not participate on a team in any subsequent years.
3. The number of teams competing will determine the number and format of the preliminary rounds. If a bye round is needed teams will be drawn from a hat in front of the teams.
4. The tournament is a single elimination. Teams will draw at random to establish who plays whom. Teams will draw at random to see which teams play first. The highest scoring team in each round goes to the next round. The two teams that have won all of the preliminary rounds will compete in the final round to determine the winner. If time permits, another round will be played to determine 2<sup>nd</sup> place.
5. All questions are either (1) fill in the blank, (2) multiple choice. Questions will cover a multitude of subjects, including but not limited to: Nutrition Science, Food Science, Medical Nutrition Therapy, Metabolism, Community Nutrition, and Foodservice.
6. Questions will be asked by the Master of Ceremonies. Any of the six contestants may answer the question by striking a bell at their table. The Master of Ceremonies will identify the team and player who hit the button first. The individual who hits the button may not confer with his/her teammates, and, once identified, has five (5) seconds to answer the question.
7. If it is unclear who “dinged in” first, judges will determine which contestant hit the button first, or they may elect to disregard the question.
8. The dinger button may be hit at any time during the recitation of the question. However, once it has been hit, no additional information will be provided to the individual beyond the portion that was already stated before the button was hit.

9. No answer will be accepted unless dinger is hit first, and the team and player are identified by the Master of Ceremonies. Should a player reveal an answer without being called on by the Master of Ceremonies, the other team will have the opportunity to hear the complete question before answering.
10. If neither team elects to try to answer a question, the host will reveal the answer, and the next question is asked.
11. If a question is answered correctly, the points for that question will be awarded to the answering team. The opposing team is then asked the complete question and given the option to answer the question by dinging or to pass. If the team passes, the answer is revealed and the next question is offered to both teams.
12. Should Team "A" choose to answer the question that Team "B" answered incorrectly, the members of Team "A" may confer with each other for five (5) seconds but the captain must provide the answer. If the answer is correct, the point value will be added to the team's total.
13. Ten questions will be asked in each round. At the end of the round, the team with the highest point total will proceed to the next round.
14. Should a tie occur during the preliminary or final round, the Master of Ceremonies will select a tie-breaking question. The question will be asked, and each team will have 30 seconds to confer and write the answer to the question on a paper provided. The team answering the question correctly will be declared the winner. If both teams answer the question correctly or incorrectly, a new question will be selected by the Master of Ceremonies until only one team answers the question correctly. That team is then declared the winner.
15. All disputes will be settled by the team of three judges. The judges' ruling is considered final.
16. Last rule: Have fun!