



2009 Optimist Brain Bowl

Central Region Tournament Overland High School – Aurora, CO Saturday, February 7, 2009

Welcome to the central/southern Colorado's most popular general knowledge competition for 6th, 7th and 8th grade students! Teams vie for top honors as they show off their team skills and expertise in math, science, history, current events, literature and more!

Fast Paced Academic Competition!

Teams pool their knowledge and submit their answers to a variety of subjects in a written round and in "head-to-head" rounds. In the head-to-head rounds, each team is matched against another team of the same grade level. Teams "Buzz-In" for the opportunity to correctly answer questions.

Teams are ranked based on their scores in the written and oral rounds. The top eight teams in each grade level compete in the elimination rounds. The final rounds will determine the winning teams for each grade. Students on the 1st, 2nd, 3rd and 4th place teams will receive medals and 1st place teams at each grade level will receive a trophy for their school.

There are actually two Optimist Brain Bowl Tournaments: North Region which serves northern Colorado and all Wyoming students and the Central Region tournament which serves central and southern Colorado students. Teams are assigned to a specific region in order to create the most fair and consistent competitions. Teams/schools may NOT select the tournament in which they wish to participate. NO exceptions! There is currently no run off or Championship Tournament in place for Optimist Brain Bowls but we continue to work toward that goal!

Easy Registration!

Please fill out the registration form included in this newsletter and return it with payment to Optimist Brain Bowl, c/o Connie Ackerman, 1616 E. Mineral Avenue, Centennial, CO 80122. Early registration helps us to plan the most fun and fair tournaments for all students! Schools may register up to six teams but no more than 2 teams per grade level. Colorado Optimist Brain Bowl Competitions fill quickly. **Registration must be received by December 1 to guarantee entry.**

DATE

Saturday
February 7, 2009

LOCATION

Overland High School
12400 East Jewell Ave.
Aurora, CO

FEEES

\$35.00 per Team

Make checks payable to:
Optimist Brain Bowl

DEADLINE

December 1, 2008



OPTIMIST
INTERNATIONAL

INFORMATION

Co-Directors

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Registering Teams

Tournament size is determined by the capacity of the tournament location. Each participating school may enter up to 6 teams but no more than 2 teams per grade level. Teams will be accepted in the order in which the paid registration forms are received. Registrations must be paid in full in order to be confirmed. Registration must be received by December 1 to guarantee entry. **Note: past Brain Bowl tournaments have filled to capacity by deadline and teams that have registered late have been turned away.** Teams may be waitlisted in the order they are received if the tournament fills before December 1. The Optimist Brain Bowl may not waitlist teams that do not make the December 1 deadline. To ensure space for all your teams in the tournament, we recommend signing up early. Teams will be confirmed by email so make sure we have an accurate email address—please check it often! The tournament schedule depends on every registered team's attendance. Please, notify us immediately if you have a team that needs to drop...even if it is the day before the tournament! Payment must be made by check, money order or purchase order. **Make checks payable to: Optimist Brain Bowl.** Faxed or unpaid registrations will not be accepted to reserve space. Confirmations will be emailed after December 1 deadline.

Team Formation Rules

Teams consist of five members. Although not recommended, teams of less than five will be allowed to compete. Each team may have a sixth member as an alternate. The alternate may replace another team member in any of the rounds. However, no team member changes may be made once a round is under way. The grade level of the oldest team member determines the competition level of the team. Sixth grade teams must consist of only sixth graders. Seventh grade teams must have at least one seventh grade team member. Eighth grade teams must have at least one eighth grade team member. Both seventh and eighth grade teams may include younger students.

Coaching Tips

1. Set a regular practice time. You may meet as many times as you like before the competition but long practice sessions are not necessary. 30-60 minutes per session is adequate.
2. Have the team assess their strengths and weaknesses in particular subject areas early so they can begin "boning-up." Team members may wish to become "specialists" in order to make sure as many subjects are covered as possible.
3. Students may wish to talk to faculty members from all over the school. Teachers may be able to provide practice questions or have good general knowledge resources.
4. Have team-members make up and bring questions to each meeting.
5. It is important for the team to stay on task at each meeting but don't forget to have fun!
6. Free questions are available at www.greatauk.com. Click on this week's quiz.

Practice the Tournament Process

Each team selects a team member to sit in the middle seat and act as the answer-giver. This helps prevent team members from shouting out answers and helps the judges to listen for team answers. It also encourages the teams to take the time to discuss their answers. A team may change its answer-giver from round to round, but may not change in the middle of a round. Another team member is designated to sign the score sheet at the end of each oral round. Score sheets are signed by one of the judges and one student from each team acknowledging that the scores are correct as they stand at the time of signing. Teams will have the opportunity to file a protest with tournament officials between rounds should they have questions. Teams are responsible for keeping track of their own scores throughout the day since official scores will not be posted until the end of the morning rounds.

Optimist Brain Bowl Rules

1. Questions are asked from academic areas.
2. The Brain Bowl Competition generally consists of one written round, often, a “bye,” three or four preliminary oral rounds, two oral elimination rounds, and the final oral rounds that determine the sixth, seventh, and eighth grade champions. All teams participate in the written round and the four oral rounds in the morning, with one oral round often being a “bye.” The top eight teams at each grade level advance to the oral elimination rounds in the afternoon. The second elimination round involves the winners from the first elimination round (four teams at each grade level). The final oral round involves the winners from the second elimination round (two teams at each grade level).
3. If there are an odd number of teams at any grade level, some teams will have an additional bye. Those teams’ scores for the additional byes will be determined by averaging the scores for their other oral rounds.
4. All teams compete in the written round, but will do so at different times. It consists of 50 written multiple-choice questions and is scheduled as a standard round. Five team members work together and turn in one team answer sheet. Teams must not discuss the written round after they have taken it, as they may be providing information to teams which have not yet taken the written round.
5. The oral rounds, elimination rounds, and final rounds each involve two teams competing against each other and consist of 30 questions each. Multiple sessions of the oral rounds and elimination rounds are held in various rooms. Verbal answers are given only by a team’s designated spokesperson. Although any team member may activate the “buzzer” on behalf of his or her team, only answers supplied by the spokesperson will be accepted. Answers blurted out by other team members will be ignored.
6. Each team is seated at its own table, and each table has a single “buzzer.” Scratch paper will be provided. The only paper allowed at the table is that provided by the officials.
7. The Reader reads the questions one at a time. Both teams have the opportunity to ring the buzzer and answer each question. The “buzzers” allow only one lamp to be lit at one time - the *first one* in. Team members must keep their hands to the side of the buzzer; “hovering” over the buzzer is not allowed. A team which accidentally rings its buzzer will be treated as though it has intentionally done so.
8. A team may ring in at any time during the reading of a question or within 15 seconds after the question has been fully read. If a team rings in *before* the question is completely read, the Reader will immediately stop reading, and the question will not be completed for that team. The team that rings in first has 15 seconds from the time it rang in to discuss and present an answer. To answer a question correctly, the spokesperson must give an answer when or before being called upon to do so at the end of the 15 seconds. Silence, or any attempt to stall when called upon to give an answer, will be treated as a wrong answer. Incomplete answers are wrong answers if not completed within the time given.
9. The second team should always be working on an answer while the first team is using its 15-second answer time. The second team may communicate quietly with each other during this time. Their communication should in no way disturb the first team.
10. If the first team gives the wrong answer or fails to answer within the allotted time, the second team has a chance to answer. The second team does not need to ring in. Its allotted time within which to give an answer starts as soon as the Reader announces that the first team’s answer is wrong or that it has not answered in a timely manner.
11. If the question was read in its entirety before the first team rang in, it is not reread for the second team. The second team has 5 seconds to give an answer after the first team gives the wrong answer or fails to answer within the allotted time. The spokesperson must give an answer when called upon to do so at the end of the 5 seconds. Again, silence or any attempt to stall when called upon to give an answer will be treated as a wrong answer.
12. If the first team rang in before the entire question was read, the question is read in its entirety for the second team. The second team then has a full 15 seconds to discuss and give an answer.
13. Scoring:
 - a. Whenever the first team answers correctly, it receives one point.
 - b. Whenever the second team answers correctly, it receives two points.
14. Tie scores are allowed in the preliminary oral rounds.
15. No ties are allowed in the elimination rounds or final rounds. If the score is tied at the end of 30 questions, additional questions are read until one team answers correctly and is declared the winner. The “tie” for overall 3rd place is resolved by total score points for the day. Awards are given to the top FOUR teams at the end of the competition.
16. Scores from the preliminary rounds are totaled to determine the top eight teams at each grade level. The number of points is the key element, not head-to-head competition. These teams advance to the elimination rounds in the afternoon. Point scores from the written and preliminary oral rounds will be posted.
17. Points accumulated during the four morning rounds do not carry over to the elimination rounds, except for tie-breaking purposes. The elimination rounds are head-to-head competition. Teams are seeded in the elimination rounds according to their rank after the scores from the morning rounds are totaled.
18. Team members are expected to be courteous to all Officials and other team members at all times. Teams may request confirmation or a clarification of an answer, but they are not to argue with Officials.
19. Members of the audience, including non-participating alternates, should in no way interact with team members, Readers, Scorekeepers, or Timekeepers during a round, unless so requested by Officials.
20. Only team members and coaches may protest any process or decision, and must follow the procedure determined by the competition director. Protests must be filed only by the coach, and must include basic information: team name, grade, round number, room number, question number, and, preferably, Reader name.
21. Generally, procedural questions are settled per the Reader’s decision. Informational questions may infrequently require adjustments, but the third-party-provided questions and answers will not be researched beyond use of a dictionary. If doubt exists, the provided answer will be considered the correct one.
22. When a question calls for the name of a person, a last name alone shall be considered a sufficient answer unless the question specifically called for more. If a team’s spokesperson volunteers an incorrect first name, then that team’s answer will be counted as a wrong answer.

Additional clarifications to procedures may be made prior to tournament—please read all communications carefully!

Brain Bowl

Study Topics

These topics have been compiled from a typical Brain Bowl Tournament. Other topics may be covered, however. These subjects are intended to give teams a guide to researching a wide range of areas that may be included in this year's Optimist Brain Bowl Invitational Tournament. Although these have been loosely categorized, the individual subjects are not listed in any particular order or priority.

Mathematics

Fractions
Units of measurement
Integers
Angles
Lowest Common Multiple
Factoring
Geometric Shapes
Average, Mean, Mode
Velocity
Algebra
Number Systems
Expression Simplification
Decimals
Ratios
Linear Equations
Exponents
Volume
Prime Numbers
Percentages
Area
Perimeter

Science/Terminology

Geology
Astronomy
Chemistry
Biology
Mechanics
Ozone
Oceanography
Scientific Instruments
Physics
Electricity
Scientific Notation
Inertia
Fission/Fusion
Light

Gravity
Temperature
Weather / Seasons
Volcanoes
Metamorphosis
Acid/base
Alcohol
Salt
Mixtures/solutions
Plasticity
Metals
Elements
Atoms
Biomes
Food chain
Habitats
Anatomy
Diseases
Reflexes
Digestive system
Health
Vertebrates/Invertebrates
Psychology

Geography

Longitude/Latitude
Urban/Suburban/Rural
Fossil Fuels
National Monuments
Faults
Islands
Mountains
Historical landmarks
Continents
Straits
Lakes
Rivers
Glaciers

Social Studies

American History
Government/Politics
Ancient Wars
International Relations
Early Explorers
Canadian History
Historical Disasters
Ancient Mid East
Treaties
Business Law
Dark Ages
Inventions and Inventors
Capitals
Military Tactics
Economics

Grammar/Spelling/Writing

Alphabetizing
Plurals
Similes
Metaphors
Fiction/Non-Fiction
Allegory
Editorial
Parts of Speech
Spelling
Malapropos
Proof Reading Notations
Allusions
Sentence Structure
Prefix/Suffix
Epitaph
Compound Words
Object/Indirect Objects
Etymology
Limericks
Verbs
Syllables
Clichés/Idioms

Literature

Legends
Literary Forms
Fantasies
Short Stories
Greek/Roman Mythology
Tall Tales
American Authors
Fictional Characters
Biographies
Shakespeare

Other

First Aid
Holidays
Superstitions
Famous Quotes
Relatives
Television/Movies
Forms of Music
Musical Instruments
Measure/Key/Musical Notation
Dance / Theatre
Art Styles / Artists
Sports

Teams may use any resources available in home, school, library or the community to prepare. Trivia games, videos, textbooks and old tests are excellent resources as well.

