



Middle Grades Knowledge Bowl
Coordinated by Region 11
Success Beyond the Classroom

2022-2023
Handbook

"No thief, however skillful, can rob one of knowledge, and that is why knowledge is the best and safest treasure to acquire."

– L. Frank Baum

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Schedule & Cost

The Middle Grades Knowledge Bowl (MGKB) regular season competition runs from December through February. Each team competes in two season meets plus Regionals. Coaches submit date/location preference at time of registration. A final regular season schedule based on team availability and site capacity is emailed to coaches by November 18, 2022. Teams may also participate in an optional Kick-Off Meet and optional State Meet. ****Meets canceled due to weather will take place the following Tuesday or Thursday for the 2022-2023 season.****

Optional Kick-Off Meet *(each school attends one)*

Cost: \$40 per team (Buy One Get One from the same school!)

Tuesday, November 15, 2022 @ Highland Park Middle School, St. Paul

Thursday, November 17, 2022 @ Cologne Academy, Cologne

Regular Season (3 Meets)

Cost: \$210 per team; \$120 per team for Metro ECSU member districts

Meet #1 *(each school attends one)*

Tuesday, December 6, 2022 @ Pioneer Ridge Middle School, Chaska

Thursday, December 8, 2022 @ Skyview Middle School, Oakdale

Thursday, December 15, 2022 @ Shakopee Middle School East, Shakopee

Meet #2 *(each school attends one)*

Tuesday, January 10, 2023 @ St. Anthony Middle School, Minneapolis

Thursday, January 12, 2023 @ Cologne Academy, Cologne

Thursday, January 19, 2023 @ Jackson Middle School, Champlin

Meet #3 / Regionals *(each school attends one)*

Tuesday, February 7, 2023 @ Northdale Middle School, Coon Rapids

Thursday, February 9, 2023 @ Shakopee Middle School East, Shakopee

Optional State Meet

Cost: \$40/team

Saturday, February TBD, 2023 @ TBD 9 a.m. – 1:30 p.m.

Register online: <https://www.successbeyond.org/mgkb>

Register for the Kick-Off by **October 28, 2022** (space may fill prior to deadline).

Register for the Regular Season by **November 4, 2022**.

Register for the State Meet by **January 28, 2023**.

General Information

- During a Knowledge Bowl meet, teams of students compete in one Written and three Oral Rounds by answering questions related to all areas of learning (math, science, social studies, history, current events, and language arts). Questions test students' recall, problem solving and critical thinking skills, and require teamwork.
- Every team participates in every round - no teams are eliminated.
- Every student has an opportunity to respond to every question.
- All teams are involved continually rather than waiting for their turn.
- A Knowledge Bowl Coach is generally a teacher in the school. A coach can also be a parent or school staff member. Coaches are expected to lead and organize practices, coordinate team competition schedule, and attend all meets.
 - At each meet, coaches participate as Readers and/or Judges.
 - For each school, **one coach and/or knowledgeable adult** (someone who understands the Reader and Judge rules and will act as an Official in an Oral Round competition room) **per three teams is required to attend each meet** to act as an official (Reader and/or Judge).

Teams

- Middle Grades Knowledge Bowl teams consist of up to six members for the Written Round and up to five members for the Oral Rounds.
 - It is possible to field a team of more than 6 players. For example: if a school fields a team of 8 students, at any one meet 6 of 8 students could participate in the Written Round and 5 of the 8 students could participate in Oral Rounds. The remaining 2-3 students could rotate in throughout the meet for the remaining Oral Rounds.
 - In the event a school fields more than one team, at any one meet, students cannot be rotated in on more than one team. This means that a team member that competes on Team A during one round cannot later compete on Team B that same night. Team rosters may change *between* meets but not *during* a meet.
- Team selection can be conducted in various ways. There are very few hard-and-fast rules for this process.
 - Student sign-up
 - Teacher recommendation
 - Peer recommendation
 - Team try-outs
 - Using the results of a written exam, team members chosen based on score
- A member of each team is chosen as spokesperson. This person is required to give the answer for all questions.
 - Teams can quietly and quickly discuss the answer and relay to the spokesperson.
 - The spokesperson may defer to an alternate team member to answer the question if they so choose. *For additional information see Knowledge Bowl Rules – Team Members on page 11.*

Questions

- Minnesota Service Cooperative Knowledge Bowl secures pristine question sets for use in Middle Grades Knowledge Bowl.
- Each meet includes one Written Round and three Oral Rounds.
- Questions test students' knowledge of math, science, social studies, history, current events, and language arts.

Written Round

- Each Middle Grades Knowledge Bowl competition consists of one Written Round of 40 multiple choice questions with a time limit of 35 minutes. One point is awarded for each correctly answered question; there is no penalty for an incorrect answer.
- During the Written Round a team of up to six players will work together to answer the questions with answers placed on a standard form.
 - This round allows students to work cooperatively and assesses their strengths when speed is less critical.
- In the event a team arrives late, after the Written Round has begun, they will have the remaining scheduled time to complete the test.

Oral Rounds

- Three Oral Rounds of 45 questions begin after the completion of the Written Round.
- The Reader asks the question orally, and the teams press down on a pressure sensitive tape ("buzzers") attached to the Pocket Box when they think they know the answer to the question (see *Equipment on page 7*).
 - After buzzing in, team members discuss their answer with one another before providing the Reader and/or Judge with an answer. They have fifteen seconds to do so.
 - The appointed spokesperson answers, or designates an alternate who answers, prior to expiration of time.
 - Points are awarded for correctly answered questions; there is no penalty for incorrect answers.

Competition Structure

- Competition starts with the Written Round. Up to six members per team compete during the Written Round; no player substitutions are allowed during the Written Round.
- While teams are in the Written Round, the Readers and Judges meet for the Question Review to go over the Oral Round questions.
- After the Written Round, teams compete in three Oral Rounds. Up to five members per team compete during the Oral Rounds; player substitutions are allowed before, and not during, any Oral Round.
 - In the event a school fields more than one team, team members are not allowed to jump from team to team in the course of one meet.

- Each Oral Round competition room is set up with three team tables and one Officials table.
 - Only the pressure sensitive tapes, scratch paper, and pencils are allowed on the team tables during the Oral Rounds.
 - The Officials table seats the Reader, Judge, and equipment.

Power Ranking

- Power Ranking is used at all metro area meets and permits students to compete against teams of like ability, thus maximizing the benefit for all participants.
 - Based on scores, teams are ranked after the Written Round and after each Oral Round. Team rank determines room assignments throughout the meet.
 - Following the Written Round, teams with the highest three scores (3 teams per room) are placed in Room A; teams with rankings four, five, and six go to Room B, and so on down the line.
 - Cumulative scores *after each round* place teams in their respective competition rooms (Room A, Room B, etc). Room position may change throughout the night.
 - This process continues through the length of the meet.

Strength of Schedule (SoS) Points

- SoS points reward teams who have played against the stiffest competition during the duration of a meet (teams competing in the top three rooms, Room A, B, and C)
 - 1.5 SoS points/team for every Oral Round a team plays in the top room, Room A.
 - 1.0 SoS points/team for every Oral Round a team plays in the second room, Room B.
 - .5 SoS points/team for every Oral Round a team plays in the third room, Room C.
- SoS points are awarded at the conclusion of the meet, *after* the Written Round and all Oral Round scores have been totaled. These points are added to a team's final score at the conclusion of the meet and therefore do not affect movement from one room to another during a meet.
- Final standings for each meet are awarded based on the total scores *after* SoS points have been added.

Tie-Breaker Rounds

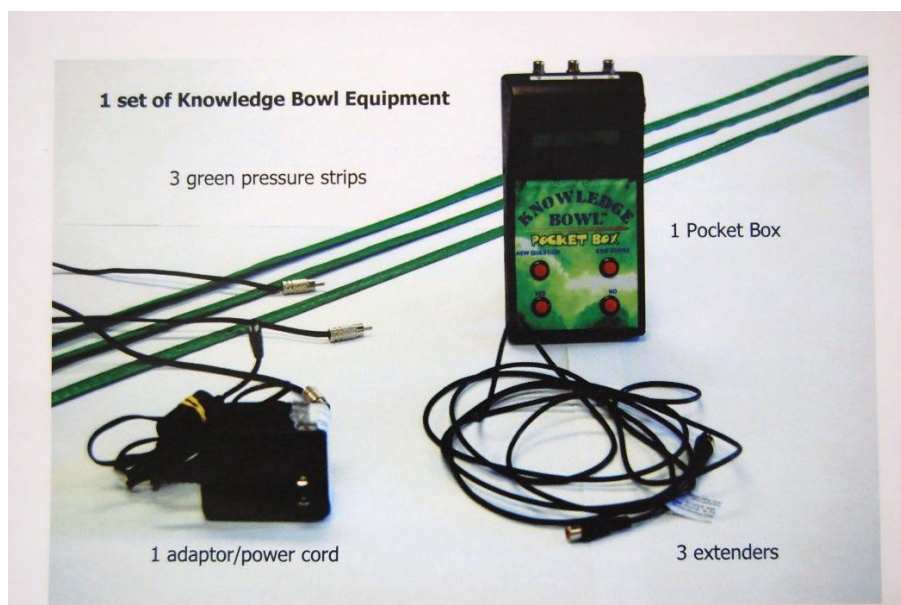
- If a tie exists following the Written Round, room placement for Oral Round 1 is determined by a random, computerized number draw.
- If a tie exists following any Oral Round, the team will be placed based on points scored in the Oral Round just completed (more points results in a higher rank).
 - When those scores are also tied, teams will be ranked in the same order that they were ranked before the Oral Round just completed.

Awards

- Ribbons are awarded to team members placing first through fifth at each meet.
- Additional awards are presented at the Kick-Off, Regionals, and State Meets.

Equipment

- The Pocket Box is a 4" x 8" mini-computer used to keep score at Knowledge Bowl meets and practices. It tells the Reader and Judge the order in which the teams buzzed in and how many seconds a team has to answer the question.
- The three pressure-sensitive buzzer strips plug into the front of the Pocket Box.
 - The pressure-sensitive, buzzer strips allow team members to press anywhere on the strip to buzz in.
 - The strips are fragile and should be handled with care. When not in use, the strips should be rolled loosely to prevent folding or breakage.
- Please visit <https://www.successbeyond.org/mgkb> to order equipment.



Knowledge Bowl Rules for Officials

Written Round:

- While teams are completing their Written Round, Officials review the Oral Round questions. If someone disputes a question and/or answer, correct it or eliminate it and agree on which alternate question to use in its place. All rooms must use the same oral question packets, only answers that are agreed upon during the question review will be accepted as correct.

Oral Rounds:

- **Readers** will read the questions and keep score. **Judges** will also keep score, operate the Pocket Box, ensure correct reading of questions, settle disputes, and keep order in the room. If there is no Judge in the room, the Reader is responsible for all duties.
- Before each Oral Round begins, Officials should test the Pocket Box, check teams in, and identify the team spokespersons.
 - Wait up to five minutes for a tardy team and/or team member at the start of any oral round. If the team and/or team member is not seated at their table during that five-minute period, the team and/or team members will not be allowed into the room until the score check following questions 15 or 30. If the tardiness is caused by a delay in other rooms, please wait to begin the round without penalty to the team.
- The question officially starts as soon as the Reader begins to say the question number. The questions should be read clearly and loudly. **WHEN A TEAM BUZZES IN, STOP READING THE QUESTION AT THAT POINT!** The Official in charge of the Pocket Box will announce when a team buzzes in by calling out the school or the corresponding Pocket Box letter.
- As a question is read by the Reader, the Judge should follow along to confirm the correct reading of the question. Stop reading if the question is read in such a way that it is substantially altered. A question read incorrectly should be discarded and an alternate should be used. Any teams eliminated from a question due to an incorrect answer will be excluded from alternate questions used due to procedural problems, on that same question.
- When the 15 seconds are up, the Pocket Box will beep. The Reader should indicate that the team's time is up by saying, "Answer?". If the team does not respond within 3 seconds, the Reader will say, "No answer", and the Judge would call out the next team that buzzed in. If the first team fails to answer the question which has NOT been read in its entirety and no other teams have buzzed in, the remaining two teams will have the question read in its entirety. The Reader should state that they are rereading and start at the beginning.

Readers:

- After each answer is given, state "correct" or "incorrect". If two answers are required and one is incorrect, then it is incorrect. If you come to a word that may have a questionable pronunciation while reading, please spell the word.
- When you come to a question where teams may need pencil and paper to arrive at an answer, please announce "Pencil and Paper" *before* you read the question.
- If a question has a fill-in-the-blank answer in the middle, say the word "blank" for that space. If the answer completes the sentence, you should simply stop reading.
 - Ex. "The Eiffel Tower is in "blank," France." OR "The Eiffel Tower is in..."

- **Once the question is read in its entirety, and the Reader made it aware, teams have 3 seconds to buzz in. If the wrong answer is given by a team, the other teams who have not buzzed in have 3 seconds to buzz in, or go to the next question.** If 1 or 2 teams have buzzed in, and the remaining team(s) ask a question, do not respond with an answer until any team(s) already buzzed in have given their answer. **QUESTIONS MAY BE READ IN THEIR ENTIRETY ONLY ONCE.**
- Do not give verbal or nonverbal clues for more information in a situation where a team gives an incomplete answer. Verbal or nonverbal clues include the use of the words “be more specific, please”, long pauses, or gestures. Answers will be evaluated in their original forms.
- If any question and/or discrepancy arises, confer with the Judge (if there is one) as to whether the answer is acceptable. A dispute on a question or an answer can only be raised by competing team members through their team spokesperson, or their alternate spokesperson, and must be done at the time it occurs before the next question is read. Any spectators, including coaches who aren’t reading/judging, are not allowed to have a say in the dispute.

DISPUTES MUST BE SETTLED IN THE ROOM AS THEY OCCUR, IN A TIMELY MANNER. IF THERE IS NO JUDGE IN THE ROOM, THE READER’S DECISION IS FINAL.

- The spokesperson is responsible for stating the answer. The spokesperson can designate an alternate spokesperson **prior to the expiration of time** to answer by saying, “I defer to ...” (point to another team member or say their name), or use similar language.
- A team may respond with one piece of relevant information in addition to the answer, which is related to that specific question. Samples might include author and text or number of degrees in a larger angle and a smaller angle in a math problem. If more than one piece of relevant and related information is given or if neither Official knows if that second piece of information is correct, the answer is incorrect. Articles that begin a title of work (“a”, “an”, “the”) are excluded from consideration as part of the answer. **Information that is printed in the question (read or unread) is not necessary for the answer but may be included without penalty.**
 - Ex. Q: “Call me Ishmael” is the first line in what book?
A: Moby Dick
A team may buzz in after “Ishmael”, answer “Moby Dick by Herman Melville” and be correct.
- Answers to math questions must include units, unless the question already asks for the unit.
 - Ex. Q: A bug walks 15 feet one day and 10 feet the next day. How far did the bug move?
A: 25 feet (must say “feet”)
 - Ex. Q: A bug walks 15 feet one day and 10 feet the next day. How many feet did the bug move?
A: 25 (“feet” is optional)

- Pronunciations do not have to be exact. A plausible or phonetic pronunciation is usually acceptable unless it demonstrates a fundamental lack of understanding about the correct answer.
 - Ex. **Malcolm the Tenth** is not acceptable for **Malcolm X**.
- As a general rule, while leeway may be given to vowel sounds, consonants should be in the correct order, and syllables should not be added or omitted.
 - Ex. **Olduvai** is not the same as **Olvudai**.
- A player may be prompted to spell a phonetically close response. In such cases, the exact spelling is not always required.
 - Ex. If a player says **muh-NAY** and is prompted to spell, a response of **M-A-N-A-Y** would be sufficient to remove ambiguity with **Monet**.
- Ask for “quiet” when unnecessary noise erupts from either teams or spectators. If there is a Judge in the room, they have control over consequences for poor sportspersonlike behavior by team members or spectators. Suggested guidelines: first time--official verbal warning; second time--team member is asked to leave the room and is disqualified from participation in that round. In all cases, notify the meet coordinator and they will notify the coaches of affected students.
- Conduct **score checks and check the classroom door for any spectators waiting to enter after questions 15, 30, and 45**. Verify scores with the Judge (if there is one) and teams in the room.
- If cell phones or other electronic devices are seen or heard during competition rounds, the student violating the policy will be disqualified for the remainder of the round. Additionally, the team will forfeit any points they have earned in that round up to that point. The team may continue, and the student may rejoin the team for successive rounds.

Knowledge Bowl Rules for Team Members

- Middle Grade teams consist of up to six members for the Written Round, and up to five members for Oral Rounds.
 - Members must remain on the same team at any competition.
 - Team members may only be substituted *between* rounds, at any meet.
 - Alternates must stay in for the entire round.

Written Round Rules

- Teams will have 35 minutes to answer 40 questions. All backpacks, phones, calculators, laptops, etc. must be under the table during the Written Round.
- Answers are filled in on a score sheet; teams may confer and discuss together as they answer Written Round questions.
- Teams will raise their hands when they've finished the Written Round and someone will come and collect their score sheet and all pages of the test.
- Teams must remain seated until the Written Round has concluded.
- Any teams seen using a cell phone or other electronic device will receive a zero on the test.

Oral Round Rules

- Identify a team spokesperson. The spokesperson is expected to give the answers.
 - If the spokesperson chooses to defer, that person must be designated prior to the expiration of time by saying, “**I defer to [name].**”
- The Reader will call out the question number and will begin to read the question to the teams. The question officially starts as soon as the Reader begins to pronounce the question number.
- If a team chooses to answer, any team member touches the pressure sensitive strip to buzz in on the equipment.
 - The Reader will stop reading the question as soon as a team buzzes in and will immediately address that team.
- The Reader indicates when the team's discussion time is up by saying “*Answer...*” You must give your answer immediately.
 - If the team does not respond within 3 seconds, the Reader says, “*No answer,*” and will address the next team that buzzed in.
 - Once the question is read in its entirety, if no team has buzzed in, the teams have 3 seconds to buzz in.
 - If the wrong answer is given by a team, the other teams who have not buzzed in have 3 seconds to buzz in or the Reader will move on to the next question.
 - If no team buzzes in after 3 seconds, the Reader will go to the next question.
- Questions may be read in their entirety once. If the first team buzzed in fails to answer the question which has not been read in its entirety, and no other teams have buzzed in, the Reader will automatically read the question again, in its entirety, starting at the beginning.
- The articles that begin titles (“a,” “an,” “the”) can be excluded from the answer.
- A team may respond with one piece of correct and relevant information in addition to the answer.
- Any teams eliminated from a question due to an incorrect answer, will be excluded from alternate questions used due to procedural problems, on that same question.
- The spokesperson is the only person who may request a clarification on disputed questions.
 - This can only be done at the time it occurs and before the next question is read.
 - If a disagreement about an answer occurs, the Judge has the final say.

Knowledge Bowl Coach's Code of Conduct

Knowledge Bowl in Minnesota is unique in that team coaches also serve as competition officials. Because other sports and activities often don't employ their coaches in this dual role, this Coach's Code of Conduct is presented to help coaches determine what conduct is acceptable at Knowledge Bowl meets and what conduct is not acceptable.

We hope that no coach would ever do these things, but we feel the need to state them anyway. Hopefully for new coaches this will help clarify their role; for experienced coaches it will remind them of the responsibility they have; and for the students it will help maintain the fairness of the competition.

- **Coaches will not use knowledge gained at the Question Review to help their team.**

Examples include but are not limited to:

- Telling team members answers to specific questions
- Telling team members what specific questions will be asked
- Telling team members about the general topics (science, literature, etc.) or difficulty of specific questions
- Telling team members that a specific round or the meet in general will have specific types of questions (e.g. lots of math in Round 2, lots of easy questions in Round 3)
- Using knowledge about the questions to make player assignments (e.g. putting geography expert in Round 2 where there are a lot of geography questions)

- **Coaches who are acting as Readers and/or Judges will not make decisions based on the effect they will have on their own or competing teams.**

Examples include but are not limited to:

- Ruling one's own team correct when the answer was not correct
- Ruling a competing team incorrect when the answer was correct
- Enforcement of rules (timing, deferring, protests, etc.) differently for own team than for other teams

- **Coaches will not communicate with their team members during a round of play (between Question #1 and #45, including score checks)**

Examples include but are not limited to:

- Communicating answers to teams, either verbally or non-verbally
- Communicating strategies (e.g. buzz faster, protest that, listen to Tim on geography questions, etc.)
- Communicating encouragement (e.g. take your time, relax, good job, etc.)

Terms & Conditions

Success Beyond the Classroom (SBC) provides the following activities or services for those schools participating in Middle Grades Knowledge Bowl (MGKB).

As the coordinating organization, Success Beyond the Classroom will:

- send the final season schedule by November 18, 2022.
- communicate with coaches about regional procedures and meet updates.
- provide ongoing support to schools and coaches.
- provide sets of online practice questions to all coaches.
- provide a Handbook to each participating school.
- publish a directory of all MGKB schools in the Metro region.
- conduct three regular season meets and the (optional) Kick-Off and State meets.
- facilitate a Metro MGKB advisory group to assist with program goals and objectives.
- represent the Metro Region (Region 11) on the State Advisory Board.

As the MGKB coach for my school, I understand that:

- the registration fee per team is based on Metro ECSU membership status below:
 - Metro ECSU Member: \$120/team
 - Non-Member: \$210/team
- By November 18, 2022, I need to submit my signed contract to SBC
- By December 8, 2022, payment is due to SBC and I must communicate any decrease in number of teams registered in order to receive a refund. No refunds will be issued if requested after this date.
- will adhere to the Coach's Code of Conduct found in the Handbook.
- am responsible for leading and organizing practices.
- will accompany team(s) to all meets and act as a meet official (Reader/Judge).
For each school, one coach and/or adult per three teams is required to attend each meet to act as an official.
- have the option to purchase a set of KB equipment (not required but highly recommended).

Scoring Forms

The following Scoring Form is used during the Oral Rounds.

Please follow these directions when filling out a Scoring Form:

- 1) Write the number of the Oral Round in the corresponding box (1, 2, or 3).
- 2) Write the room letter in the corresponding box (A, B, C, etc.).
- 3) Write the name of the Reader and Judge in the corresponding boxes.
- 4) As teams arrive to the Oral Round room, write their team names in the corresponding A, B, and C boxes.
- 5) As the Oral Round is played, keep track of which team answered correctly in the appropriate grid by writing an X when a correct answer is given in the column of the corresponding team.
- 6) At the top of each column, add the total correct answers per team of the previous 15 questions.
- 7) At the end of the 45 questions, check the Scoring Form against the Judge's question packet and the Pocket Box. Make sure the Reader and Judge agree on the scores reflected in the Scoring Form.
- 8) Bring the Scoring Form to Katie Wenzel at the headquarters table.

The following Scoring Form is used during the Written Round.

Some notes about this form:

- 1) Students must fill in the circles completely with pencil.
- 2) The school and team name will be filled out before the meet.
- 3) ZipGrade is the app used for scoring the test at meets. You can sign up for a free account and create your own quiz for practices.
- 4) The Zipgrade app works on both Apple and Android devices.



Knowledge Bowl Scoring Form



Mark X for correct

	A	B	C
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			

Total 1-15

--	--	--

Total 1-15

--	--	--

	A	B	C
16			
17			
18			
19			
20			
21			
22			
23			
24			
25			
26			
27			
28			
29			
30			

Total 1-30

--	--	--

Total 1-30

--	--	--

	A	B	C
31			
32			
33			
34			
35			
36			
37			
38			
39			
40			
41			
42			
43			
44			
45			

	School	Team Name	Final Scores
A			
B			
C			

Oral Round

Room (A, B, etc.)

Reader Name

Judge Name (if different)

Please turn in score sheet immediately following conclusion of each oral round.

School	
Team	



**Middle
Grades
Knowledge
Bowl**

■ A B C D E	■ A B C D E
11 ○ ○ ○ ○ ○	31 ○ ○ ○ ○ ○
12 ○ ○ ○ ○ ○	32 ○ ○ ○ ○ ○
13 ○ ○ ○ ○ ○	33 ○ ○ ○ ○ ○
14 ○ ○ ○ ○ ○	34 ○ ○ ○ ○ ○
15 ○ ○ ○ ○ ○	35 ○ ○ ○ ○ ○
16 ○ ○ ○ ○ ○	36 ○ ○ ○ ○ ○
17 ○ ○ ○ ○ ○	37 ○ ○ ○ ○ ○
18 ○ ○ ○ ○ ○	38 ○ ○ ○ ○ ○
19 ○ ○ ○ ○ ○	39 ○ ○ ○ ○ ○
20 ○ ○ ○ ○ ○	40 ○ ○ ○ ○ ○

A B C D E	■ A B C D E	■
1 ○ ○ ○ ○ ○	21 ○ ○ ○ ○ ○	
2 ○ ○ ○ ○ ○	22 ○ ○ ○ ○ ○	
3 ○ ○ ○ ○ ○	23 ○ ○ ○ ○ ○	
4 ○ ○ ○ ○ ○	24 ○ ○ ○ ○ ○	
5 ○ ○ ○ ○ ○	25 ○ ○ ○ ○ ○	
6 ○ ○ ○ ○ ○	26 ○ ○ ○ ○ ○	
7 ○ ○ ○ ○ ○	27 ○ ○ ○ ○ ○	
8 ○ ○ ○ ○ ○	28 ○ ○ ○ ○ ○	
9 ○ ○ ○ ○ ○	29 ○ ○ ○ ○ ○	
10 ○ ○ ○ ○ ○	30 ○ ○ ○ ○ ○	