



Program Guide

INTRODUCTION

WHAT IS COLLEGE BOWL?

College Bowl is a question and answer game of general knowledge and quick recall. It spotlights the fastest minds on campus as they excel on the playing field of knowledge. Game questions cover every conceivable topic, from history, literature, science, multiculturalism, religion and geography to current events, the arts, social sciences, sports and popular culture.

College Bowl is a simple program to run. We provide all the information and materials needed to implement the program, including:

- ✓ *Game Packets* of carefully researched questions and answers for the campus tournament.
- ✓ A *Toll-Free Help line* to assist campus personnel in planning and executing the campus tournament. 800-234-2695 x.106
- ✓ Website located at www.collegebowl.com
- ✓ A quarterly newsletter, *College Bowl Q&A*, with news, interviews, results of intercollegiate matches and other information.
- ✓ **College Bowl** can also supply additional products to aid your tournament, including lockout systems, certificates and t-shirts. In addition, promotional videos and tapes of past tournaments are available to help with promotion or training of your team.

CAMPUS PROGRAM OVERVIEW

College Bowl was created in 1953 and was on radio from 1953 to 1957. From 1959 to 1955, College Bowl was a weekly television series. But the most significant development came in 1977, with the creation of the campus program and official intercollegiate competition.

College Bowl began official intercollegiate competition in 1977. The campus program and regional and national tournament play are organized and administered in cooperation with the Association of College Unions International (ACUI).

College Bowl is organized on three tournament levels. Each campus plays a *campus tournament*. Each school has complete control of the timing, format and organization of its campus tournament. The best players from each school then play in the *regional championship*, which is conducted in late winter. The 15 regional champions square off in the *national championship tournament*.

College Bowl is an excellent program for your campus. It is inexpensive; it is competitive and fun; it brings faculty, staff and students together and it reaches out to students not always attracted to other programs.

College Bowl is an event with campus-wide appeal. It has drama and excitement, from the campus tournament through the nationals. It recognizes intellectual achievement and helps students learn the values of group participation, gamesmanship and more. It successfully combines entertainment and academics into a popular

game. The players, the audience and your school all benefit from the College Bowl program.

HOW TO USE THIS KIT

The College Bowl Program Guide is designed to assist in creating the best Campus Program possible. Accordingly, it is broken up into chapters that follow the general flow of running the College Bowl program on your campus..

“Getting Started” is organized to help you plan and promote the Campus Tournament. The process is outlined step by step with tips and suggestions to give your tournament plenty of exposure on campus. The CD-ROM is chock full of templates for flyers, table tents, door hangers and more!

“Campus Volunteers” lists job descriptions for the volunteer game officials you will need for your tournament and provides training resources to make sure they’re comfortable with the game

“Game Rules” is a complete listing of the game rules as well as sample discrepancy situations. A Rules Quiz is included on the CD-ROM to facilitate understanding and awareness of all the rules.

“Your Tournament” outlines the steps to actually “run” your tournament. Everything from a game room set-up diagram and equipment checklist to sample tournament charts are included in this chapter.

“Coaching Your Team” offers suggestions and strategies for turning your campus Varsity Squad into a contender at intercollegiate tournaments and the Regionals. Everything from training drills, study resources, question writing tips and more can be found here.

“Attending the Regionals” includes sign-up information for the Regional Championship Tournament and offers gameplay strategies to keep your team sharp in the heat of the game.



THE NATIONAL TIMETABLE: 2007-2008

September 15

Game Packet Shipping Begins

All College Bowl game packet orders placed to date will be shipped to schools. Orders received after that time are shipped weekly.

Early-Order Discount Deadline

All schools ordering game packets by September 15th receive a discount.

Fall

ACUI Regional Conferences

Your ACUI College Bowl regional coordinator is available at the ACUI regional conference to answer your questions and assist you in starting a College Bowl program on your campus. Educational sessions are often offered at many conferences.

**September -
January**

Campus Program

Each school holds its campus tournament (on dates it determines) to select the Varsity Squad.

February 1

Deadline for Regional Championship Tournament Eligibility Forms

Schools will send their eligibility forms for the Regionals directly to College Bowl Headquarters. Schools should send their Regional registration forms directly to their Regional Coordinator. Schools that have a problem meeting this deadline should contact their regional coordinator in January.

February 21-24

Regional Championship Tournament

The ACUI regions hold regional tournaments to decide which school will represent each region in the national championship tournament. Please consult the collegebowl.com website or your regional coordinator [see list, page 4] for regional tournament sites, costs and other specifics.

March 16-19

ACUI Annual Professional Conference

This is the annual conference of the Association of College Unions International. The "Battle of the Regions," a tournament featuring conference delegates representing their regions in light-hearted play is featured.

Late April

National Championship Tournament

This is the highest level of College Bowl play. The regional champions automatically qualify.

Concurrent

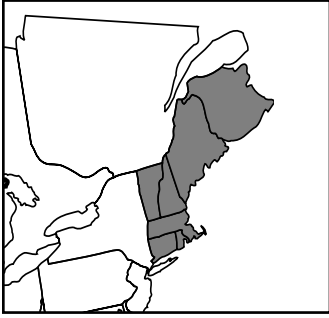
Honda Campus All-Star Challenge (HCASC)

A version of College Bowl for Historically Black Colleges and Universities, Honda Campus All-Star Challenge follows a similar schedule. ACUI and NAFEO, the National Association for Equal Opportunity in Higher Education, are educational partners in the program. The 2008 HCASC NCT will be held March 27-31 in Orlando, FL.

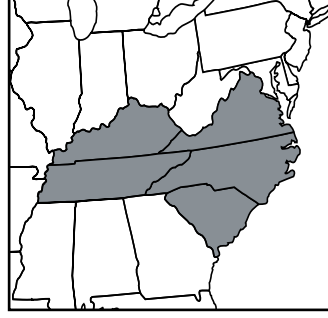
University Challenge

This is our sister program in Great Britain. It is a television staple on the BBCII.

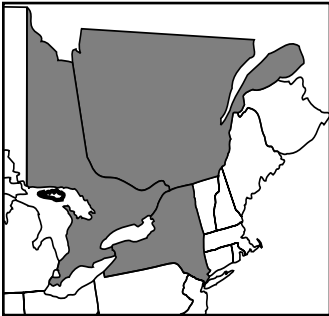
ACUI REGIONS AND COORDINATORS



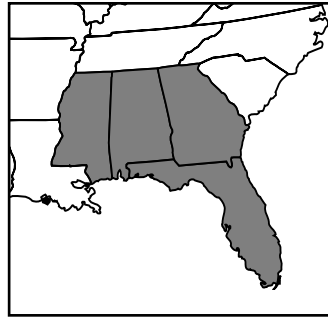
Region 1
 Connecticut, Maine,
 Massachusetts, New
 Brunswick, Newfoundland,
 New Hampshire, Nova Scotia,
 Rhode Island, Vermont &
 Prince Edward Island
Pascha McTyson
Univ. of Massachusetts-
Lowell
 71 Wilder St.
 Lowell, MA 01854
 978-934-5001 (voice)
 978-934-3072 (fax)
pascha_mctyson@uml.edu



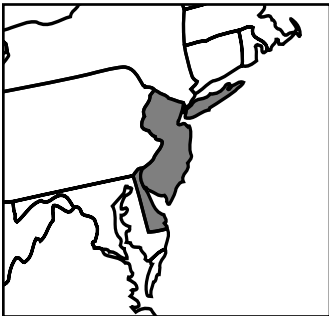
Region 5
 Kentucky, North Carolina, South
 Carolina, Tennessee & Virginia
Audra Thomas
East Carolina Univ.
 Mendenhall Student Center
 23 Mendenhall Student Center
 Greenville NC 27858
 252-328-4738 (voice)
 252-328-4785 (fax)
thomasa@mail.ecu.edu



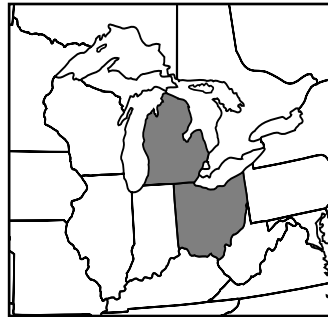
Region 2
 Eastern Ontario, New York
 state (except New York City) &
 Quebec
David Pennock
Syracuse Univ.
 Suite 228D
 Schine Student Center
 Syracuse, NY 13244
 315-443-4240 (voice)
 315-443-4617 (fax)
dhpennoc@syr.edu



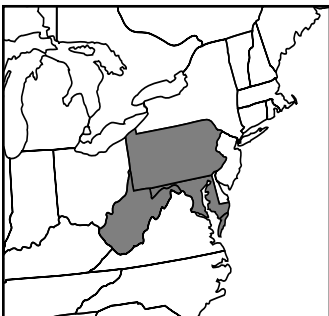
Region 6
 Alabama, Florida, Georgia &
 Mississippi
TBA



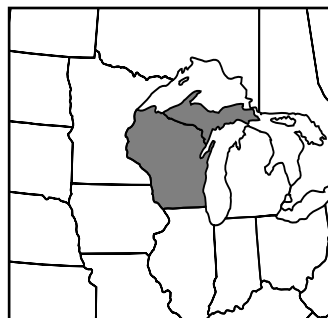
Region 3
 Delaware, New Jersey,
 New York City & Philadelphia
Christina Brenner
West Chester Univ.
 116 Sykes Student Union
 110 W. Rosedale Ave.
 West Chester, PA 19383
 610-436-1014 (voice)
 610-436-2191 (fax)
cbrenner@wcupa.edu



Region 7
 Ohio, Michigan (lower
 peninsula) & Southwest Ontario
Patrick Kachurek
Wright State Univ.
 025 Library Annex
 3640 Colonel Glenn Hwy.
 Dayton, OH 45435
 937-775-2410 (voice)
 937-775-3331 (fax)
patrick.kachurek@wright.edu

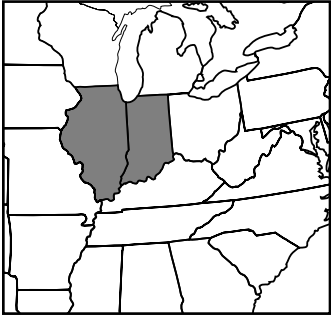


Region 4
 Maryland, Pennsylvania,
 Washington, D.C., West
 Virginia
Rebecca "Becky" Jackson
Shippensburg Univ.
 1871 Old Main Drive
 Shippensburg, PA 17201
 717-477-1560 (voice)
 717-477-4035 (fax)
rjackson@ship.edu

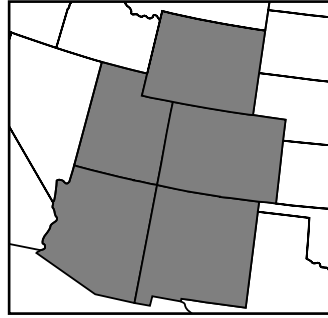


Region 8
 Chicago Metro Area, Michigan
 (Upper Peninsula), Wisconsin
TBA

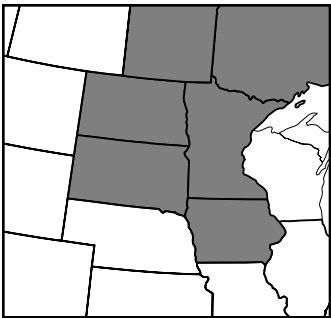
ACUI REGIONS AND COORDINATORS



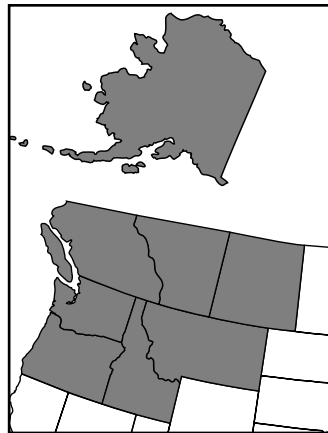
Region 9
Illinois (except Chicago metro area) & Indiana
Margie Stoltz
Purdue Univ.
101 N. Grant St.
West Lafayette, IN 47906
765-494-8907 (voice)
765-494-8853 (fax)
mcstoltz@purdue.edu



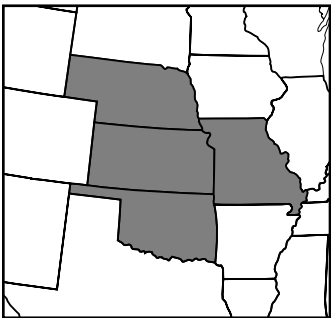
Region 13
Arizona, Colorado, New Mexico, Utah & Wyoming
Mary Branton-Housley
Colorado State Univ.
Lory Student Center
Campus Delivery 8033
Fort Collins, CO 80523
970-491-7476 (voice)
970-491-3746 (fax)
mary.branton-housley@colostate.edu



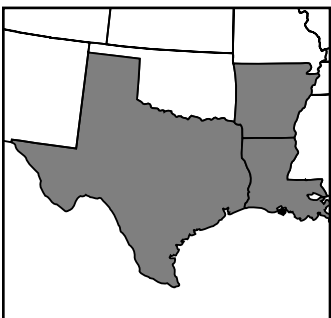
Region 10
Iowa, Manitoba, Minnesota, North Dakota, South Dakota & Western Ontario
Chris Baxter
Macalester College
Campus Center
1600 Grand Ave.
St. Paul MN 55105
651-696-6472 (voice)
651-696-6447 (fax)
baxter@macalester.edu



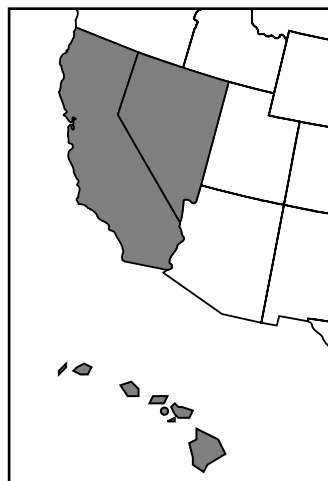
Region 14
Alaska, Alberta, British Columbia, Idaho, Montana, Oregon, Saskatchewan & Washington
Patrick Moser
Western Oregon Univ.
345 North Monmouth Ave.
Monmouth, OR 97361
503-838-8302 (voice)
503-838-8968 (fax)
moserp@wou.edu



Region 11
Kansas, Missouri, Nebraska & Oklahoma
TBA



Region 12
Arkansas, Louisiana & Texas
Michelle Moosally
Univ. of Houston-Downtown
One Main St.
English Department
Houston, TX 77002
713-221-8254 (voice)
713-226-5205 (fax)
moosallym@uhd.edu



Region 15
California, Hawaii & Nevada
TBA

WHO RUNS COLLEGE BOWL?

THE CAMPUS COORDINATOR

The Campus Coordinator, generally a staff member in student affairs (student union, student activities, residential life) or in academic affairs/honors program, is the primary liaison between the school and the College Bowl headquarters. The details of the coordinator's job are outlined below.

The Campus Coordinator can undertake the responsibilities of the Coach as well, but in general, the Campus Coordinator maintains an administrative perspective. The responsibilities of the Campus Coordinator include:

- ✓ Publicizing the College Bowl campus tournament.
- ✓ Recruiting and training volunteer game officials for the campus tournament.
- ✓ Recruiting a Coach (if necessary).
- ✓ Coordinating all details of the campus tournament.
- ✓ Completing the registration paperwork for the Regional Championship Tournament.
- ✓ Developing a long-term campus program.
- ✓ Facilitating the logistical details of player eligibility and team travel for intercollegiate play.

THE CAMPUS COACH

The Coach is either a faculty member or an institutional staff member. In some cases an alumnus or alumna, who was a player in the past, serves as Coach. While the Coach and the Campus Coordinator responsibilities can be performed by the same person, having a separate person responsible for the administrative aspects of the campus tournament can free the Coach to focus on the players and the game. The Coach's responsibilities include:

- ✓ Selecting the Varsity Squad and designating the Regionals Team.
- ✓ Running practices and training players.
- ✓ Working with the Campus Coordinator to handle the administrative details for intercollegiate tournaments and the Regional Championship.
- ✓ Traveling with the team to tournaments. *(optional)*
- ✓ Helping to develop a long-term campus program.
- ✓ Helping recruit and train game officials and other volunteers for the campus tournament.

RECRUITING AND SELECTING A COACH

Of course, your most important volunteer will be your Coach. The best Coach is a person who enjoys the game, works well with students, is willing to give the time and will be able to work with the program for several years in order to provide stability and continuity. Such a person will, of course, be sought after by every club and organization on campus! These are some strategies that might help you identify a Coach:

1. **Submit an article to the faculty newsletter or send a letter to all faculty and staff.**

Explain the program and invite them to learn more about it. Arrange a convenient time to show videotapes of the game, explain your school's history with the program and invite their support.

Even if you have someone serving as Coach, other faculty and staffpersons can help run the practices and drills, write questions and serve as game officials during intercollegiate scrimmages.

2. **Ask the President and Academic Affairs Administration for their support of the program.**

Perhaps these people can suggest a good Coach. A letter from the president can boost the profile of the program. They may be able to count Coaching as formal service to the school and/or designate some money to pay the Coach.

3. **Faculty members may respond well to a direct request from students for their help.**

Ask the players to help recruit a Coach.

4. **Arrange for a demonstration match between the best students and some faculty members from various departments.**

This match can take place at the beginning of a faculty senate meeting. Inevitably the faculty members get caught up in the excitement of competition. A quick announcement requesting the services of volunteers at the end of the match could recruit a Coach.

5. **Local alumni may be another resource.**

There may be a recent graduate who would enjoy serving as a coaching assistant.

6. **Use a student Coach in an assistant Coaching role.**

Every benefits from a faculty or staff Coach who can make decisions about substitutions, calm overwrought players and acts as the team representative in certain situations. But students (especially former players) can lighten the load on the faculty or staff Coach.

DEVELOPING A LONG - TERM PROGRAM

Your *College Bowl Campus Program* is an on-going, developing program. Taking the long-term approach will help to create a solid foundation and ensure the best experience for players and the campus community. Over time, you will be a part of a program that builds winning teams.

A DEDICATED COACH

It is most important to find a dedicated Coach who loves the game and the students. Having a person with the motivation to keep the program going from year to year is very important. Not only does the Coach provide the logistical and administrative support to keep the program healthy from year to year, but that person's enthusiasm and dedication are infectious. These qualities constantly remind the students that their efforts are appreciated and respected by the school and its staff.

Should the time come for the Coach to step aside, the integrity of the program can be assured by finding a worthy successor. It is important to start this process early. Ideally, a year's overlap allows the new Coach to learn the entire program from the outgoing Coach and affords the players the chance to develop personal relationships with the new Coach.

THE CAMPUS PROGRAM

The campus tournament and practice sessions are the building blocks for recruiting players and developing strong teams. [See *Building a Varsity Squad*, p. 46 and *Practicing with Your Team*, p. 49] Nothing can take the place of this foundation, but there are important supplements.

MAKE COLLEGE BOWL FUN

The best way to keep students excited about the program is to keep the atmosphere positive and fun. Students do not need an activity which is like another class or test. They are looking for a place to belong. Some Coaches strive for a fraternal or family atmosphere.

DEMONSTRATION MATCHES

Some schools hold public demonstration matches. They can be played with students against teams of faculty or administration. If scheduled in a public area, they can be an event as well as a practice.

One suggestion for helping ensure a good faculty/student match is to invite the faculty to watch some of the final matches of the campus tournament or a videotaped match beforehand. Faculty certainly have the knowledge to play the game successfully; however, they do not always have the knowledge of the game rules, it's rhythm and strategy.

Be sure to remember the words of one faculty member: "If the faculty win, it is because we have greater knowledge and experience and if the students win, it is because we are such excellent teachers."

RECOGNIZE YOUR TEAM

One of the best things a Coach can do is get recognition for the team; this ranges from certificates for all of the participants in the campus tournament to letters from the dean or president. A formal reception following the National Championship can be a terrific way for the institution to acknowledge the achievements of the team.

Work with the public relations staff to run articles in the campus publications and local papers. Many schools will send press releases to the home town newspapers of the Regionals Team members.

FORMING A CLUB

Maintaining continuity from year to year, providing leadership opportunities for students and gaining campus awareness of the program can all be assisted by forming a *College Bowl* club.

By undergoing the necessary steps to register the organization as an official campus organization, the students learn important skills. They will take more responsibility for the campus tournament. It is possible that forming a club will allow the program to be listed in various campus publications, such as booklets about being involved on campus, or lists of clubs distributed by the student activities office.

Long-term planning is the best strategy. Team strength is maintained by a Coach with the foresight to prepare for the future.

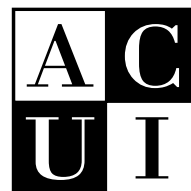


RULES GOVERNING PARTICIPATION

1. The concept of College Bowl is a game of quick recall in which two teams of players vie for questions asked by a Moderator.
2. The title, concept, format, game packets of questions and answers and all other materials used in connection with College Bowl are the property of the College Bowl Company. They are for use in the College Bowl Campus Program on participating campuses ONLY and may not be used for any other purpose without the expressed written consent of the company.
3. A portion of the charge for game packets is a license fee, entitling a school to use the College Bowl title, concept, format and other materials. Use of any or all of these elements outside of official College Bowl competition is prohibited without the company's expressed written consent.
4. Schools wishing to compete in the College Bowl Regional Championship Tournament must purchase a minimum of 10 game packets and must hold an on campus tournament, open to all students, before the registration deadline for the Regional Tournament.
5. Game packets may only be ordered by a College or University Staff member and may not be returned for credit or refund under any circumstances.
6. Only questions and answers supplied by the College Bowl Company may be used in the Campus Program.
7. Game packets supplied by the company for the Campus program are for Campus use only. Reprints from the pdf documents and photocopies may be made for use in simultaneous play. No game packets or any questions and answers may be distributed to any individual, organization or other school.
8. In order to ensure that College Bowl questions are current, game packets may not be retained by participating schools for more than five years. Outdated game packets must be destroyed.
9. All Intercollegiate College Bowl Tournaments must be registered with the College Bowl Company before they are conducted. Signing a license agreement and payment of a license fee of \$1 per team per tournament is required. The company does *not* supply game packets for any such tournaments.
10. No College Bowl match may be filmed, taped, audio taped, broadcast, webcast or otherwise preserved without the expressed written consent of the College Bowl Company, Inc. Signing a license agreement and payment of a per program license fee is required.
11. Historically Black College and Universities which are eligible for participation in Honda Campus All-Star Challenge may elect to participate in Honda Campus All-Star Challenge or College Bowl. Participation in both programs during the same academic year is not permitted.
12. Failure to observe these terms and conditions may result in a school's expulsion from College Bowl play and could also result in legal action.

COLLEGE BOWL

EDUCATIONAL PARTNER



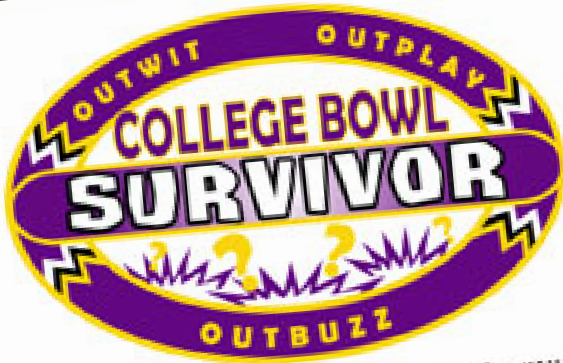
ACUI volunteers assist in the coordination of all game play and national tournament events.

Association of College Unions International
One City Centre
120 W. Seventh Street, Suite 200
Bloomington, IN 47404-3925
(812) 245-2284
www.acui.org

ELIGIBILITY RULES FOR REGIONALS & NATIONALS

1. For Intercollegiate play (Regional or National Championship Tournament), each school may designate a College Bowl Varsity Squad, from which the team participating in any given tournament is selected.
2. The members of the team which wins the Campus Tournament are automatically members of the Varsity Squad. Additional All-Stars from the Campus Tournament may be selected to be part of the Varsity Squad. This allows strong players whose teams were not victorious to represent the school in Regional Championship Tournament play. Some schools automatically send the winning team to the Regional Championship Tournament, as this is part of the prize for winning. Others train with the Varsity Squad for some months before determining which players will compete. Which of these players represent your school is your decision. However, we strongly recommend that schools select a Varsity Squad.
3. For any Intercollegiate match or tournament, up to five of the players (four players and an alternate) constitute the Traveling Team. For Regional and National Championship competition, it's recommended but not required that a member of the institution's faculty or staff accompany the team to the tournament. This person serves as the institution's official representative in resolving any situations that may arise (e.g., game logistics, team travel or personal emergencies).
4. Only one member of the Traveling Team may be a graduate student. Any student who has received a Bachelor's degree from any institution or is a co-term student (grad/undergrad) is considered a graduate student for the purposes of eligibility. A student taking courses for graduate credit is considered a co-term student, and thus a graduate student.
5. Students must carry 3 credit hours per term. Registrar verification that a lower second term course load completes all degree requirements is acceptable in lieu of the term credit requirement.
6. Each member of the Traveling Team must be registered in school for the terms during which any Intercollegiate matches are played in order to be eligible to compete. In order to play in the National Championship Tournament, a player must have been eligible to play during the Regional Championship Tournament, but is not required to have competed.
7. Each member of the team attending an Intercollegiate Tournament must have played in at least one Campus Tournament game during that College Bowl year.
8. All players are limited to six years of Intercollegiate play (Regional or National Championship Tournament), regardless of school affiliation. This includes all play since the College Bowl Campus Program began in 1977.
9. Eligibility exceptions must be appealed to College Bowl Headquarters directly.
10. Schools may add additional eligibility requirements by campus policy.





Can you think ahead and outguess your opponents? Can you scramble to the top of the heap in a contest for fame and fortune? The tribe has spoken... and they need YOU to be a part of their team for the College Bowl Campus Tournament. Sign up today!

DATE:
TYPE DAY, DATE AND YEAR HERE

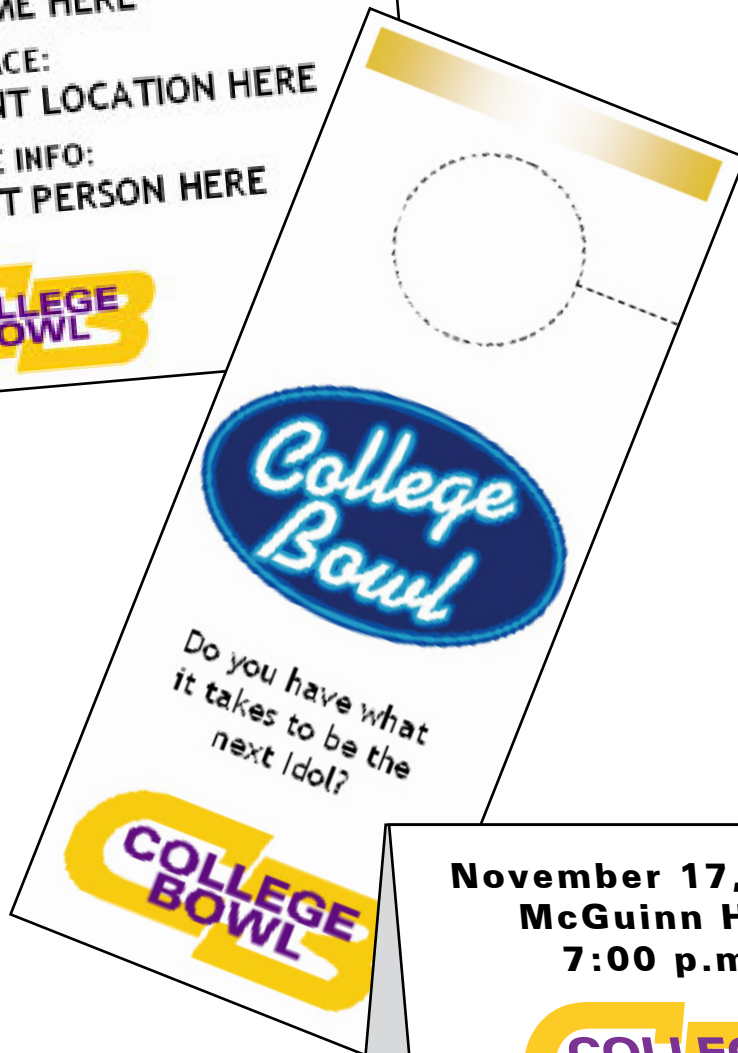
TIME:
TYPE TIME HERE

PLACE:
TYPE TOURNAMENT LOCATION HERE

MORE INFO:
TYPE CONTACT PERSON HERE



The CD-ROM has lots of templates that you can customize for flyers, door hangers, bookmarks and table tents!



**November 17, 2007
McGuinn Hall
7:00 p.m.**

