

Knowledge Bowl Materials

Revised list January 25, 2010

Books

1. **West of the Thirties: Discoveries Among the Navajo and Hopi**, Edward T. Hall ISBN 978-0385424226
2. **What Can Tribes Do?: Strategies and Institutions in American Indian Economic Development (American Indian Manual & Handbook Series No 4)**, Stephen Cornell ISBN 978-0935626377
3. **Pueblo Nations: Eight Centuries of Pueblo Indian History**, Joe S. Sando ISBN 978-0940666078
4. **American Indian Sovereignty and the U.S. Supreme Court: The Masking of Justice**, David E. Wilkins ISBN 978-0292791091
5. **Imagining Head-Smashed-In: Aboriginal Buffalo Hunting on the Northern Plains**, Jack W. Brink
6. **Creek Indian Medicine Ways**, David Lewis, Jr and Ann T. Jordan
7. **Sweet Smell of Home**, Leonard Chana, Barbara Chana, Suzanne Lobo

Films

1. **In the White Man's Image**, PBS

2010 AIHEC Knowledge Bowl Rules

1. All Knowledge Bowl Team Members must be enrolled in at least **six(6) credits** at a Tribally Controlled College and in **good standing** academically as stated in the overall rules of the 2010 AIHEC participation set forth by the planning committee. Status must be verified by the registrar and accompany the team roster. A team member may not be a full-time employee of their college.
2. Teams shall consist of **four members** (one of these four declared the **team captain**), **one alternate** and **one coach**. (Prizes will only be for 4 team members)
3. The **team captain** will be responsible for verifying the **coin toss** results, choosing **game categories**, insuring the **timely arrival** of the team for each game and raising any **disputes** during the competition.
4. The **alternate member** can replace a team member for all games (becoming the team member) or replace a team member for one or more games. Team members and the alternate cannot be substituted in or out of a game once the game has begun. All substitutions must occur between games.
5. A game may be played with less than a full team but once the game has started, the vacant position(s) may not be filled during the game.
6. The **coach** is responsible for the timely **filing of the team registration** forms and all required materials with the Diné College. **NO LATE ENTRIES. REGISTRATION MUST BE POSTMARKED BY FEBRUARY 5st 2010.** Coaches should be present at the games but this will not be required. It is the coaches responsibility to **prepare the students** for the competition, assure all of the **team and the alternate arrive** at the competition, critique the team performance, make suggestions for improvements to the team between games, and be involved in the settling of disputes (only at the quizmaster's or team captain's request) during the game. Coaches cannot compete as team members and cannot raise any dispute or question during the game. In the absence of a coach during the game, the team captain may name a substitute coach.
7. There will be **no substitutions** of a new team member or alternate **who is not listed** on the roster except in the case of a documented emergency. If a substitution is necessary, the team coach must designate the person to be the substitute and **provide proof of required enrollment** at a Tribally Controlled College at the time of substitution. Any roster changes other than documented emergencies must be submitted no later than **seven days before the competition** is to take place. **All requests for roster changes are subject to the approval of the AIHEC Knowledge Bowl Committee.**

Competition

1. If a team is **ten (10) minutes late** for a scheduled game, the game will be considered a **forfeit by the late team**. The official timekeeper will establish the ten minute grace period after the official starting time for determination of the forfeiture. The information will be given to the quizmaster to make the formal determination of forfeiture. **It is recommended that teams arrive ten (10) minutes early for the competition** (to relax and find the location of the competition).
2. Only those associated or employed with the particular colleges competing in the designated rooms are allowed to view their respective team's game. Registration name tags will be required.

Knowledge Bowl (continued)

3. At the start of the game, the quizmaster will flip a coin to determine what categories of questions are to be asked as well as what team gets control of the board. "Heads-up" will give control of the board to the team on the quizmaster's right. "Tails-up" will give control of the board to the board to the team on the quizmaster's left. The team who won control of the board will now choose the 'categories of questions' (which will be asked during this particular round) out of a container. These categories consist of the book and movie list attached.
4. The team captain (having control of the board) will choose the first category for the first question. After a question has been asked, the team answering correctly gains ten (10) points and control of the board, this team will choose the category for the next question. Control of the board will remain with the team that last correctly answered a question. This process continues until the end of Round 1.
5. There will be a short break in which the team that last controlled the board in Round 1 shall now choose the 'categories of questions' out of a container. These categories chosen will be used for questions during Round 2. The process mentioned above in (4) will be repeated until the round has ended.

Reading of the Questions

1. Either team can buzz in during the initial fifteen (15) second and request the question be re-read. **Questions will only be re-read once. A team has ten (10) seconds to answer the questions after they buzz in.**
2. The team that requests the re-read is not necessarily responsible for answering the question.
3. After the question is re-read, a **ten (10)** second period for discussion and answer begins again and either team may buzz in to answer.
4. If after the first reading of the question, a team buzzes in and answers incorrectly, the other team may request the question be re-read since the question has only been read once. **The incorrect answering team will not be given the opportunity to answer the question again.**
5. If a team buzzes in before the completed reading of the question, only that portion of the question will be repeated for the team who buzzed in. If their answer is incorrect, the other team may ask the question be re-read in its entirety.

Rounds - Each game will be played in two rounds lasting twenty (20) minutes each, with a short break between rounds to choose new categories. If at the end of the game, the two teams are tied; the game will go into a 'third' round called the Sudden Death Round. In this particular round, the first team to correctly answer a question will be the winner of the game. **The quizmaster chooses the questions in the Sudden Death Round.**

Scoring - Each correct answer will be worth ten points. There will be no penalties for incorrect answers.

Disputes - Any dispute or concern about a question must be addressed as soon as the conflict arises. It is the responsibility of the team captain to bring the dispute to the attention of the quizmaster before the next question is read. Once the next question is read the dispute can no longer be addressed.

Video and audio taping of the competition will not be allowed.

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Knowledge Bowl Registration Form

Coach: _____

College: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone: _____ Fax: _____

E-Mail: _____

Team Members:

1. (Captain) _____

2. _____

3. _____

4. _____

5. (Alternate) _____

Registration Must Be Postmarked by February 5th, 2010

Mail Registration and Appropriate Documentation To:

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