

SCHOLASTIC BOWL ADVISORY COMMITTEE MINUTES

May 4, 2011

The IHSA Scholastic Bowl Advisory Committee met at the IHSA Office, Bloomington, Illinois on Wednesday, May 4, 2011, beginning at 10:00 a.m. Committee Members present were: Ken Dentino, coach, Maple Park (Kaneland); Cynthia Wierzba, coach & Tournament Manager, Farmington; Brendan Ayt, coach, Toledo (Cumberland); Matthew Bardoe, coach The Latin School; Joe Iorio, Athletic Director, Columbia; Others in attendance, Ron McGraw, IHSA Assistant Executive Director; Rob Grierson, Moderator Coordinator, Winnetka (New Trier),

*Mark Grant, Coach, Petersburg (Porta) – Coach Grant presented several proposals to the committee for their consideration.

TERMS AND CONDITIONS RECOMMENDATIONS:

1. Item VIII-P Questions per match

Recommendation: The state series question sets will consist of ~~Sixty (60)~~ **forty eight (48)** questions, ~~thirty (30)~~, **twenty four (24)** toss-up and ~~thirty (30)~~ **twenty four (24)** bonus questions, for each match throughout the state series.

Rationale:

A concern for many coaches and teams is the long running nature of the State Series. Particularly at Regional sites, with the distances traveled by many and the prospect of 3-4 matches of 30 questions, it can leave many teams getting back to their home schools late into the evening on what for many is a school night. In addition longer matches mean greater time gaps between rounds finishing. This leads to a lot of wasted time for some teams.

While we all have experienced the last minute win on the 30th question, rarely do we see such rounds in which the lead had been decisive and a huge comeback occurred to such a result. Close matches in any contest will lead to teams winning at the “buzzer”. But that can just as easily occur on the 24th question as it does on the 30th.

Motion-Matt Bardoe

Second-Ken Dentino

Motion Passed 5-0

Approved by consent

2. Item VIII-O Question Distribution

Recommendation: Modify the current question distribution list. Categories and Sub-categories for Toss-up and Bonus Questions (X/Y = # of Tossups/Number of Bonuses)
SCIENCE 5/5

A. **4/4** Drawn from a mix of:
Biology, Chemistry, Physics

B. **1/1** Drawn from other sciences such as but not limited to:
Astronomy, Earth Science, Environmental Science, Health Science, Archaeology/Paleontology and not requiring all subcategories to be represented equally or at all.

MATH 5/5

A. **4/4** Drawn from a mix of:

Algebra, Geometry, Pre-Calculus, Trigonometry, Analytic Geometry, Calculus

B. **1/1** Drawn from other mathematics such as but not limited to: Number Theory, Probability, Statistics, Combinations, Topology, Set Theory and not requiring all subcategories to be

represented equally or at all.

SOCIAL STUDIES 5/5

A. **3/3** History, Drawn from a mix of:

US History, European History, World History from a variety of cultures, Ancient History

B. **2/2** Drawn from a mix of: Geography, Current Events – within the past year, US Government, Comparative Government, Psychology, Sociology, Religion, Economics, Philosophy, Political Science and not requiring all subcategories to be represented equally or at all.

LITERATURE & LANGUAGE ARTS 5/5

A. **4/4** Literature, Drawn from a mix of: US Literature, British Literature, World Literature from a variety of cultures, Mythology

B. **1/1** Language Arts, Drawn from a mix of: Grammar/Usage, Spelling, Speech, Vocabulary and not requiring all subcategories to be represented equally or at all.

FINE ARTS 3/3

A. **1/1** Visual Arts, composed of:

- a. At least 1/1 History of Art
- b. No more than 1/1 Theory and Technique

B. **1/1** Music, composed of:

- a. At least 1/1 Classical Music and Opera
- b. No more than 1/1 drawn from other Music including but not limited to : Jazz, Musical Theatre, Theory, Composers of the Modern Era, Performers in the Rock & Roll Hall of Fame and not requiring all subcategories to be represented equally or at all.

C. **1/1** Other: chosen from any of the categories in A or B.

MISCELLANEOUS 1/1

Drawn from the different categories: Interdisciplinary, Journalism, Sports, Technology, Agriculture, Family Consumer Science, Drivers Education, Industrial Arts, Pop Culture, Consumer Education and not requiring all subcategories to be represented equally or at all.

P. Breakdown of questions at all levels of the IHSA State Final Series: The ~~sixty (60)~~ **forty eight (48)** questions, ~~thirty (30)~~ **twenty four (24)** toss-up and ~~thirty (30)~~ **twenty four (24)** bonus questions, for each match throughout the state series will consist of the following specific number of questions in each category:

1. Science: five (5) toss-up and five (5) bonus questions per match.
2. Mathematics: five (5) toss-up and five (5) bonus questions per match.
3. Social Studies: five (5) toss-up and five (5) bonus questions per match.
4. Literature/Language Arts: five (5) toss-up and five (5) bonus questions per match.
5. Fine Arts: Three (3) toss-up and three (3) bonus questions per match.
6. Miscellaneous: one (1) toss-up and one (1) bonus questions per match.
7. All toss-up questions involving calculation must be labeled.

Note: There was a great deal of discussion that took place in order to arrive at the distribution list presented here. All of the categories were reviewed independently by the committee to determine if they should continue to remain as categories. The proposed revisions are balanced and maintain the Miscellaneous Category.

Rationale: By reducing the number of questions per round it became necessary to revise the distribution of those questions as well.

Motion-Cynthia Wierzba

Second-Brenden Aydt

Passed 5-0

Approved by consent

3. Item: Standardize the number of Bonus Parts

Recommendation:

Definition of a Match

3-A-1. Match questions will be a combination of toss-up and bonus. Bonus questions will be comprised of **three (3) parts** and are subject to ~~are multiple part (three to five parts) and are~~ rebounding. Rebounding refers to the fact that the team to which the bonus is not awarded has the opportunity to pick up any part(s) unanswered or answered incorrectly by the team to which the bonus was originally awarded.

3-A-3. Toss-Up questions are worth **fifteen (15) points**. A correct answer to a toss-up question results in control of the respective bonus question.

3-A-4. Bonus questions are worth a maximum of ~~twenty (20)~~ **thirty (30)** points and consist of **three (3)** ~~to five four~~ parts.

4-E-9. **Scoring for all bonus questions is ten (10) points** for each part correct. ~~Scoring on bonus questions is as follows:~~

~~**4-E-9a.** Scoring for a (5) five part bonus question: 4 points for each part correct.~~

~~**4-E-9b.** Scoring for a (4) four part bonus question 5 points for each part correct.~~

~~**4-E-9c.** Scoring for a (3) three part bonus question: 6 points for one team answering any one part correct; 13 points for one team answering any two parts correct; and 20 points for one team answering all three parts correct. If one team gets any one part correct and the other team gets any two parts correct, the total for that bonus question will be only 19.~~

4-D-1c If a player after triggering the lockout system and gaining possession, but before being recognized by the moderator, blurts out the answer; the only penalty is that a correct answer will be worth ~~five (5)~~ **ten (10)** points instead of ~~ten (10)~~ **fifteen (15)** points. An incorrect answer will simply be ruled as incorrect with no penalty.

Rationale:

Making this change would increase the speed and tempo of play, improve the quality of questions, and treat all categories of knowledge equitably. Changing all current 4 and 5 part bonus questions to 3 parts would significantly impact speed and tempo, reducing round times by up to 10-15%. Improved question quality would result from two factors. First, with fewer questions to review and edit, greater focus could be placed on the ones remaining. Second, although many writers are skilled in producing three-part questions, quality often suffers when a part is "forced" in order to make a 4 or 5 part bonus. As to equitable treatment of knowledge, under the present system it is implied that some knowledge is worth more points and deserves more time for conferring. By keeping the number of bonus parts consistent, making each bonus part of equal point value, and setting that value equal to a tossup, an equitable treatment of knowledge is established and a standard of fair play exists for all. This system retains the 1:2 ratio between toss-ups and bonus questions that currently exists.

Motion-Cynthia Wierzba

Second-Brendan Aydt

Passed 5-0

Approved by consent

4. Item: Rule 4-C-1 Completeness

Recommendation: Modify Rule 4-C-1 as follows:

4-C-1. Moderators may ask for additional information to be given ("prompt") if the answer given is correct but is **ambiguous**. The moderator **will prompt with the word, "PROMPT."** Situations include, but are not limited to, the following: (The sub-parts under 4-C-1 were not modified as a result of this proposed change.)

Rationale:

This language will attempt to help clarify the appropriate response by the moderator in this situation. Also, this language clarifies when prompting is appropriate — the previous wording was far too generous (using the word ‘incomplete’) and theoretically would have allowed prompting for missing words in titles of books, missing roots of quadratic equations, and so on.)

Motion – Joe Iorio Second – Cynthia Wierzba Passed 5-0

Approved by consent

5. Item VIII-M-9

Recommendation: For non-computational toss-ups, the preferred style is multi-clue, starting with a more challenging clue and ending with a clue that most teams should reasonably be expected to answer correctly. Question writers and editors should exercise restraint and use their best judgment to limit the number of, and length of, clues so that toss-ups are of a reasonable length.

Rationale:

To reduce the possibility of run-on toss-ups.

Motion – Matt Bardoe Second – Ken Dentino Passed 5-0

Approved by consent

6. Item VIII-P-8

Recommendation: There will be no less than ~~four (4)~~ two (2) and no more than ~~five (5)~~ three (3) computational math toss-ups per round. There will be no more than one (1) computational science toss-up per round. All computational toss-up questions will be from either the math or science categories, and need not be multi-clue.

Rationale:

By reducing the number of questions per round it became necessary to revise the number of computational questions.

Motion – Cindy Wierzba Second – Ken Dentino Passed 4-1

Approved by consent

7. Item VIII-P Note

Recommendation: Questions in categories other than Miscellaneous should be prefaced by a mention of the major category only, with no specification of sub-category.

Rationale:

Because the sub-categories within the Miscellaneous Category are vastly different from one another, the mention of the subcategory is needed to help focus the thinking of the players.

NO MOTION MADE ON THIS RECOMMENDATION, NO ACTION TAKEN

ADMINISTRATIVE RECOMMENDATIONS

None

ITEMS OF GENERAL DISCUSSION

*Quality of IHSA State Series questions – As is common for this committee, a general discussion of the quality of questions was conducted. The committee, like our question writers and editors, feel a commitment to providing the best questions for our state series competitions. The committee members agreed that they all believe that everyone involved in the process of developing questions is doing his/her very best to provide the quality questions we all desire. In a recent Open Letter from the IHSSBCA Steering Committee, they questioned the quality of our questions. There were no suggestions detailing their specific concerns, nor were there any specific suggestions to improve our questions. The committee is always willing and ready to address specific concerns and eager to receive specific suggestions relative to improving the perceived concerns.