Welcome to the 2013-2014 KidZone Program!

What an exciting year we have in store for the KidZone Program! I am truly excited to be able to impact the lives of students in such a unique way. We have so many great changes that my committee and I feel will enhance the quality of the product of programming we are putting out for the membership. This year we are endeavoring to host more hands on activities for the students! I have listed below some of the items involved that are different than previously registering for KidZone for the Fall Regional Conference. I welcome your feedback throughout the upcoming year to better serve the membership and ultimately provide our youth with an amazing opportunity.

- **Addition of Pre and Post Test:** We need metrics on how well the students are doing in the program to accurately adjust the level of programming. I know taking the test is time consuming, but studies show the more hours of preparation students spend on preparing for difficult subjects, the better there scores will be compared to their peers.

- **Quality Control Committee Added for Science Bowl Competition:** There have been numerous errors in the past in regards to wrong answers and mismatched question and answer slides. This year each level of the competition will be reviewed by a panel of educators for accuracy prior to each competition. They will be there to serve as quality control in regards to level and content of the material. They will also access the accuracy of the time limit allotted for each question. There will be even more eyes on the final product, and tighter quality controls prior to each competition. This will provide a more professional look and feel to the competition and hopefully increase the impact is has on the community outside of the National Society of Black Engineers.

- **Monthly Activities and Assignment:** Each team that registers before the registration deadline will be provided with monthly assignments and activities to use to prepare them to compete at the Fall Regional Conference and National Convention.

We look forward to your participation in the program! We are in the final works of finalizing partnerships with independent companies who will be able to provide us with better instruction and material for the students.

I would like to conclude with a reminder that KidZone Science Bowl is supposed to be a fun learning experience for the participating students. While the program culminates in a competition, the most important aspect of the program is the coaching and tutoring that takes place. This is what will make a difference in student progress and achievement. Thank you for your participation and dedication to the academic excellence of the participating students.

Morgan German  
*National Professional PCI Chairperson*  
*National Society of Black Engineers Professional Extension*
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THE MISSION OF NSBE

The Mission of NSBE is to increase the number of culturally responsible Black engineers who excel academically, succeed professionally and positively impact the community.

THE PURPOSE OF KIDZONE

The purpose of the Kid Zone is to increase students in grades K-5th interest in Science, Technology, Engineering careers to allow them to excel academically and succeed in High School and college.

CONTRIBUTIONS TO KIDZONE

Contributions to KIDZONE will help us continue to make this an effective NSBE program available to NSBE Jr. students nationwide. NSBE PCI will use contributions for program-wide support to give all NSBE Jr. students the opportunity to participate.

Financial Contributions
To become a KIDZONE partner, send your financial contributions to:

National Society of Black Engineers
ATTN: NSBE-KIDZONE Program
205 Daingerfield Road
Alexandria, Virginia 22314
Phone: 703.549.2207

Volunteers
If you would like to become a KIDZONE volunteer, please contact us Katrina Hill at pci@nsbe.org.

ACKNOWLEDGEMENT - NSBE CONTRIBUTIONS

Heartfelt gratitude and deepest thanks to the Professional PCI committee for writing competition questions assisting teams and running competitions at the regional level:

Katrina M. Hill, World Headquarters Programs Coordinator
Yvette Selby, KidZone Coordinator
Luneta Limbrick, Convention Planning Committee Pre-College Initiative Chair
Paula McCall, National Pre-College Initiative Chair
INTRODUCTION TO NSBE

NSBE
The National Society of Black Engineers (NSBE) was founded in 1975 by six black engineering students at Purdue University nicknamed the Chicago 6. The original aspiration was to establish a student organization to help improve the recruitment and retention of black engineering students. NSBE is now the largest student-managed organization in the United States with more than 25,000 members.

NSBE is comprised of more than 300 chapters on college and university campuses, 75 Professional Extension chapters nationwide and 298 NSBE Jr. chapters. These chapters are geographically divided into six regions. The NSBE mission is to increase the number of culturally responsible Black engineers who excel academically, succeed professionally and positively impact the community. For more information on NSBE, please visit www.nsbe.org.

In fulfillment of the NSBE objective to “stimulate and develop student interest in the various engineering disciplines”, the KidZone (KZ) program and competition was created for elementary students.

PCI
The Pre-College Initiative (PCI) Program is the focus of the NSBE effort to promote college, academics, technology, and leadership to pre-college students. Our primary focus is to encourage students in grades 6-12 to develop interest in Science, Technology, Engineering and Mathematics (STEM).

The mission of PCI is to lead the world in enhancing the pre-college students' academic, technical, and leadership skills in order to maximize their success in life. The vision is to establish PCI as an incubator for our youth, where they can be nurtured and guided in their academic careers.

NSBE Chapters support PCI through the KidZone program and competition. Kid Zone Conference is a conference specifically targeted toward students in grades K through 5th grade. It is designed to help prepare them for academic challenges in the areas of science, technology, engineering and math. It is hoped that through this program the students will gain an interest in these subjects that allows them to excel academically in their current grade level, and pave the way for future successes in secondary and post-secondary education.

NSBE Jr.
A vital component of the PCI program is NSBE Jr., which serves as the membership category for pre-college students and institutions that are officially chartered with NSBE. NSBE Jr. members and chapters are at the core of PCI, as they are the primary focus and beneficiaries of PCI programs such as KidZone.
NSBE Jr. focuses on enhancing the education received by African-American and other minority pre-college students, as well as influencing these students to become tomorrow's corporate executives, entrepreneurs, and leaders. In this spirit, NSBE Jr. is the quintessential recruitment, teaching, and preparation device for the NSBE.

For more information on PCI and NSBE Jr. please visit: www.nsbe.org/NSBE-Jr/Welcome.aspx.

**INTRODUCTION TO KIDZONE**

In order to be productive, contributing, and competitive members of our global society, Students must develop an early strong foundation in science and mathematics. The National Society of Black Engineers is dedicated to ensuring that students are academically prepared to excel in science, technology, engineering, and math (STEM) subjects, as well as increasing exposure of STEM related careers to minority students. NSBE’s Kid Zone Conference is aligned to National Science Standards and recognizes the importance of cultivating STEM skills in elementary students with the intention of producing problem solvers.

Ten Science, Technology, Engineering, and Math (STEM) Skills
1. Maintain accuracy in record-keeping and communicate findings.
2. Research topics and determine good, reliable sources of information.
3. Analyze small parts of systems and see relationships; notice details in content and process.
4. Recognize cause and effect relationships and distinguish fact and opinion.
5. Use mathematical skills for calculations and measurements.
6. Predict and draw conclusions using data.
7. Read and understand technical materials.
8. Repair equipment and use software.
9. Communicate with others and listen.
10. Think creatively and solve problems and experiment.
**KIDZONE INDIVIDUAL AND SCIENCE BOWL REGISTRATION INFORMATION**

Kid Zone is divided into two sections: Grades K-2 (non-competitive) and grades 3-5. Students may register as a team or individually. Students who register as an individual will be placed on a team upon arrival at conference. If you choose to register as a team prior to attending Fall Regional Conference, the requirements for team registration are listed below.

Each participating individual must be a current, paid NSBE Jr. member.

**Science Bowl Team Requirements**

Every KidZone team must:
- Consist of five members
- Be a combination of students in grades 3rd-5th (Competitive Division)
- **KidZone ESO teams CANNOT CONSIST OF FOUR 5th graders!!!!!**
- Have a current advisor/coach that is a paid NSBE Professional member
- Completed Registration in Eventbrite and validation from the National KidZone Coordinator
- Completion of Pre and Post Test to be eligible for National and Regional Awards.

KidZone teams that do not meet all the above criteria will not be allowed to participate in ANY KidZone competitions.

**Cost**

There is no cost to participate in the KidZone competition. KidZone funding is provided by gifts and volunteering to NSBE. If you or another party would like to contribute to the NSBE KidZone program, please see the Contributions to KidZone section in this toolkit.

**Eventbrite Registration**

Registration on Eventbrite includes providing information in regards to the team list, student information and a brief survey on each student, which should be completed PRIOR to the regional competition. The Post-Test will be sent out after the completion of National Convention.

Completing all of the information in Eventbrite is vital to the success of the program and is used to track student progress throughout the year. The pre-test and post-test results provide NSBE with good statistical data that allows the National KidZone Committee metrics to gauge the success of the program.

All forms are located on Eventbrite and must be submitted PRIOR to the regional competition. Please see the Critical Dates section for important KidZone dates.
IMPORTANT NOTE: KidZone Science Bowl coaches can prepare more than one KidZone team for the regional competition.
## CRITICAL 2013-2014 DATES

For quick reference, the following target dates are listed to ensure your participation in the KidZone ESO competition. For further information on the upcoming NSBE conferences, please visit www.nsbe.org.

<table>
<thead>
<tr>
<th>Team Responsibility And Events</th>
<th>Target Timeframe (No later than)</th>
</tr>
</thead>
<tbody>
<tr>
<td>KidZone Team/Individual Registration</td>
<td>Final submission deadline is <strong>September 30, 2013</strong>. After this date no further registrations will be accepted for the KidZone competition track at Fall Regional Conference.</td>
</tr>
<tr>
<td>KidZone Team Training</td>
<td>Held throughout most of the school year, April 2013 - March 2014</td>
</tr>
<tr>
<td>Regional Competitions</td>
<td></td>
</tr>
<tr>
<td>Griffin Gates Marriott Resort and Spa, Lexington, KY, – R3</td>
<td><strong>November 1-3</strong></td>
</tr>
<tr>
<td>Charlotte, NC, – R2</td>
<td><strong>November 8-10</strong></td>
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<tr>
<td>Hyatt Regency, Wichita, KS – R5</td>
<td><strong>November 15-17</strong></td>
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<tr>
<td>Sheraton Gateway Hotel, Los Angeles, CA – R6</td>
<td><strong>November 14-17</strong></td>
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<tr>
<td>Detroit Marriott at the Renaissance Center, Detroit, MI, – R4</td>
<td><strong>November 21-24</strong></td>
</tr>
<tr>
<td>Hyatt Regency Long Island at Wind Watch Golf Club, Hauppauge, NY – R1</td>
<td><strong>November 21-24th</strong></td>
</tr>
<tr>
<td>KidZone: National Convention Registration</td>
<td>All KidZone teams and individuals who do not become winners of the regional KidZone competition or who failed to register by Fall Regional Conference automatically qualify to compete at the National Competition. The teams that won the Regional Competition will receive advanced seeding at the National Convention.</td>
</tr>
<tr>
<td>National Competition</td>
<td><strong>Held at the NSBE National Conference, Nashville, TN March 26, 2014 – March 30, 2014</strong></td>
</tr>
</tbody>
</table>
AWARDS

Awards, trophies, and/or scholarships are given to teams who win at each competition level. Regional winning KidZone teams receive complimentary registration to National Convention. The top three national teams will receive special recognition in our national publication as well as be awarded with different awards, trophies, and scholarships according to NSBE allocations.

COMPETITION CURRICULUM

Pre-Test

The pretest is administered after the team registration process before any tutoring has begun. It is designed as the performance baseline for participating students. This test is designed to collect data on the applicable National Science Standards. The pre-test should be submitted via the link provided below. The link will also be provided in the email confirmation of registration.

EVENT DESCRIPTIONS

Teams from grades 3-5 will participate competitively during the 2013 Fall Regional Conference and at the 2014 National Convention. The following sections include activity descriptions, rules, and scoring.

AERODYNAMICS

Description:
Each team will build one paper airplane to be flown a distance of at least five meters, landing on a predetermined target. Airplanes must be of a folded aerodynamic design. Crumpled wads of paper do not qualify.

The Competition:
1. Two sheets of plain white paper will be supplied for each team along with approximately five centimeters of masking tape and a pair of scissors. Two planes will be constructed.
2. Planes flown in competition must be made on site, during the allotted time, using only the materials provided.
3. Planes will be hand launched from behind a line on the floor at a specified target, on the floor, more than five but less than 12 meters distant.

Scoring:
1. After the flight, the distance will be measured from the center of the target to the nose of the airplane where it first landed. The distance from the target will become the team's score.
2. Each team member will fly one of the two planes once. Team score will be determined by adding the two scores.
3. The lowest score, signifying the closest to the target, will be the winner. In case of a tie, the best single flight will break the tie.

**BARGE BUILDING**

Each team will construct a barge of aluminum foil that can support a cargo. They will predict the amount of cargo the barge can hold and then load cargo until the barge takes on water.

**Description:**
The purpose of this event is to construct a barge using aluminum foil that can support a cargo of the largest number of objects without getting them wet.

**The Competition:**
1. Each team will be given a 15 x 15 cm piece of aluminum foil by the event supervisor. Each team will then be given 10 minutes to construct their barges and turn them into the supervisor. No other materials may be used in building the barge.
2. Each team will then be given 5 minutes to load their barges.
3. The event supervisor will inform each team of the average mass of each cargo piece before they begin their construction. The cargo may be pennies, washers, paper clips, marbles, or other similar objects. The cargo will not be known until the time of competition.
4. The student barge captain and his partner must predict the number of pieces of cargo that the barge will hold. The barge must then be loaded until it sinks. The piece that caused the barge to sink will not count in the total cargo. Sinking occurs when water enters the barge.
5. The event supervisor will provide the barge captain with the cargo to be loaded. Each piece must be loaded one at a time while the barge is floating in a pan of water.

**Scoring:**
1. The winner will be the team with the highest score. The score will be determined by the following formula:
   i. Amount of cargo held x 10 - the difference between predicted amount and actual amount.
   ii. For example: if the team predicts their barge will hold 70 pieces and it sinks at 57, their score will be 57 x 10 minus the difference between 70 & 57 which is (570-13 = 557) points.
2. Ties will be broken by accuracy of the prediction. If the judges determine that a contestant intentionally sinks his boat at or near the predicted number, that team will be disqualified and receive participation points only.
**CLAY BOATS**

Each team will build a boat from clay, launch it and fill it with the greatest number of plastic gram cubes before sinking.

**Description:**
Students will construct a clay boat from a wad of clay with a total mass of 25 grams. Students will then float their clay boat in a tub of water. Plastic centimeter cubes (mass of 1 gram each or other objects of uniform weight) will be loaded in the hull of the clay boat one at a time until the boat sinks.

**The Competition:**
1. Clay boats must be built on site with the clay provided by the Science Olympiad officials. Each team will be given the same amount (25 grams) of unused and un-worked Plasticine clay.
2. Participants may not practice filling the boat during the 10-minute building period. Teams will be timed during this period for purposes of tiebreakers. All boats must have a dry start. The plastic cubes or other objects must be dried between testing trials. All students will be given dry objects to load.
3. During the test period, team members will load their own clay boats. Loading some objects before floating the boat will be allowed; but if it sinks when launched, the team will receive a score of zero. All objects loaded after launching will be added one at a time with officials counting the objects as they are loaded. All boats must be loaded within the 10-minute test period.

**Scoring:**
The number of objects on board the clay boat as the boat sinks is the team’s score. The highest score wins. In case of a tie, shortest elapsed time during the construction period will determine the final score.

**ESTIMANIA**

**Description:**
Students will be asked to estimate the answers to approximately ten questions requiring an estimate between ten and one million.

**The Competition:**
1. The questions will follow the following format:
   - Sample Questions:
     a. How many pennies in the jar?
     b. How many two-centimeter paper clips could be laid end to end across a standard football playing field?
2. Calculators will be allowed.
3. Students should bring a variety of equipment to help them with their estimations 
   (rulers, cups of various sizes, spoons, etc.)

**Scoring:**
Points will be awarded on the following scale:

The team with the most points wins. In case of ties, the least amount of time needed 
 to estimate the 10 problems will determine the winner.

---

**GRAB A GRAM**

**Description:**
Teams will cooperate to pick up fifty (50) grams of two different sets of material. 
There will be two rounds using different substances (preferably different densities) 
in each round.

**The Competition:**
Each team member must pick up some of the given material and place it in the 
provided container for delivery to the judges for massing. This must occur during 
both rounds of the competition. The material could be sand, paper clips, cereal, 
packing peanuts, beans, rice, etc.

**Scoring:**
1. The total mass of the sample (mass of the substance plus the container) from each team 
   becomes its score if the mass is 50 or under. Samples will be massed to the nearest 
tenth of a gram. Those samples over fifty grams will have that amount over 50 
subtracted from 50. The lowest possible score per round is "0", so if a team is more 
   than 50+, they will not have a negative score.
2. The two team scores will be combined to determine a winner. A perfect score at the end 
of two rounds would be 100.
3. In the unlikely event of a tie, the team with the best single score could be declared 
   winner.
   i. Sample Scores:
      1. Masses between 1-50 equal that number (e.g., 37 = 37)
      2. Masses over 50 are subtracted from 50, so 62 = 38 (50-12)
   ii. Masses over 100 = 0 (as 102 is 52 over 50, which would equal -2, except 
a negative score is not allowed).

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**HOT AIR BALLOONS**

**Description:**
This event requires a team of three students to build and to fly the paper hot air balloon. The balloon must be pre-built and brought to the competition.

**The Competition:**
1. Each team is required to build a paper hot air balloon and to fly it.
2. Each team will be given 15 minutes to inflate their balloon and get it airborne.
3. The competition will be evaluated for aesthetics, height, and time of flight.
4. Each balloon may be heated from a source provided (e.g., heavy duty hair dryer or paint stripper). Adults will monitor this station while the heat source is being used. The heat will be conducted into the balloon through a metallic vent like a large tin can or dryer vent.

**Scoring:**
1. Balloons that fly will be judged as follows:
   a. longest time of flight, 40 points, second longest, 38 points (timed with a stopwatch).
   b. highest balloon, 30 points, second highest, 29 points.
   c. aesthetics, 20, 19, 18.
2. The highest total score wins.

ALERT: This is a fun event. The building of the Hot Air Balloon is a great application of measuring skills and great as an art science project, but the flying of the Hot Air Balloon must be supervised by adults to prevent accidents with the heat source.

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**SINK OR FLOAT**

Students determine which objects will sink and which will float.

**Description:**
Students will predict what might happen to various objects as they are placed into a bowl of water.

**The Competition:**
1. The following objects will be provided by the supervisor: rocks, pencils, erasers, chalk, craft sticks, drinking straws, paperclips, and squares (one inch) of paper towels.
2. Students will also be provided with bowls that are half full of water.
3. Students must predict and separate objects into groups of those that float and those that sink.
4. Findings should be recorded on a chart showing which objects float and which objects sink.

**Scoring:**
The greatest number of the correctly predicted objects will determine the winners.
**STRAW EGG DROP**

Description:
Each pair of students will make a device of straws and masking tape, supplied on-site by the event supervisor, to hold a large, raw egg. The device containing the egg will be dropped from a fixed height to a target.

The Competition:
1. Each pair of students will be provided with:
   a. 20 plastic non-flexible straws
   b. one meter of one inch masking tape
   c. scissors
   d. one raw egg
2. Students will have 20 minutes to construct a device to cushion the egg and prevent it from cracking or breaking. They will have 10 minutes to drop the device from a height of 2 - 3 meters onto a target. No tape may be attached to the egg.
3. There will be ONE drop per team from the prescribed height.
4. Plumb lines will NOT be allowed during the competition.

Scoring:
1. Teams whose egg is unbroken after the drop will be ranked ahead of all teams whose egg is broken.
2. Teams whose egg is broken during the drop will be ranked after all teams whose egg is unbroken.
3. Teams whose egg is broken before the official drop will drop the empty container and be ranked after all teams whose egg is broken during the drop.
4. Teams in each of the three groups above will be ranked by the distance measured from the center of the bulls-eye to the farthest edge of the container or the farthest edge of any parts thrown from the container (not the egg).
5. The winning team will be the team whose egg does not crack or break AND is the closest to the target. In the event of a tie, construction time for building the containers will be the deciding factor.

**WRITE IT/DO IT**

Description:
This event tests competitor’s ability to clearly communicate in writing and follow written directions.

The Competition:
1. One student is shown a contraption built from K'NEX. The student has 10 minutes to write a description of the object and how to make it.
2. His/her partner (in another room) takes the description and attempts to recreate (build) the original object in 10 minutes.
3. No diagrams allowed and no verbal or other communication allowed in passing.

**Scoring:**
The student who builds the object nearest to the original is declared the winner. A point will be given for each piece of material placed in the proper location. No penalty will be assessed for parts that were not assembled. The decision of the judges is final. Time may not be used as a tiebreaker.

**ZOWIE METRICS**

**Description:**
Students will estimate 100 grams, 100 milliliters and the volume in cubic centimeters of various substances. Students will also demonstrate their understanding of the relationship between the three units.

**The Competition:**
1. There will be four stations;
   a. **CAPACITY** - students will be given an unmarked container and asked to estimate 100 ml of water taken from a large bucket.
   b. **VOLUME** - students will estimate the volume of a box (approximately 100-500 cm³) in cubic centimeters.
   c. **MASS** - students will estimate 100 grams of a substance like sand or cereal.
   d. At the fourth station, students will be given a metric ruler and asked to estimate, in grams, what a given square, circular or rectangular box would hold (in grams) if filled with water.
2. Students will return the container of liquid and the objects along with their estimates to the judges.

**Scoring:**
1. One point will be given for each milliliter and gram correctly estimated up to 100 and penalized two points for each estimate over 100 (e.g., if students brought back 85 mL, their score would be 85; if they brought back 122 g, their score would be 78). The lowest score for any station would be zero.
2. For the second and fourth stations, students' scores will be the difference between the actual measurements vs. the estimates subtracted (e.g., if they estimated the box was 270 cm³ and it was actually 250 cm³, their score would be 20 (270-250) subtracted from 100 = 80).
3. A perfect score would be 400 (100 points for each station).
4. The highest total score for all four stations determines the winner.
Final Event: The Science Bowl

The final event, a Quiz Bowl, is predominately a mathematics competition in the style of the television game show Jeopardy, where quick thinking and problem solving skills are tested. Black inventor and scientist knowledge is also quizzed in this event. (No calculators are permitted.) All questions will be taken from elementary school science textbooks and will encompass the areas of earth science, life science and physical sciences.

The Competition:
1. Each team shall consist of all five team members.
2. The scheduling of competitors shall be by a random draw.

Quiz Bowl Guidelines & Rules

Test Basics

The Quiz Bowl is a Jeopardy-style mathematics competition.

There is no time limit on this event. The contestants are not allowed to use calculators.

Format

The contest has a master game board that consists of a grid of squares (as shown below). The size of the grid is 6 rows by 6 columns. The columns of this grid indicate the question category. The rows of this grid indicate the point value of the question. The difficulty of each question correlates to its point value.

The teams shall be called by their team name to select the category and point value of the contest question. When a selection is made, the contest will proceed according to the rules outlined in the Problem Resolution Section. After a problem is resolved, the choice of
problem category and point value will proceed to the next team. The contest is concluded after the master game board has been cleared.

Each team will be asked to select a number from a container. The teams participating in the Quiz Bowl will be ordered by the number selected.

The Quiz Bowl question categories are:

- Earth Science
- Life Science
- Physical Science
- Mathematics
- Basic Engineering
- Black Scientist and Inventors

The competition question point values are as follows: 10, 20, 30, 40, 50 and 60 for the first round and for the second round the point values are doubled.

**SCORING**

If there is a discrepancy in the answer to a given question, the contest judges will discuss the error and the corrective action that will be taken.

Each team shall begin the competition with zero points. A running total of the Quiz Bowl score is displayed during the competition. A team may appeal to the Head Judge if it feels an error has occurred in the score keeping or in an answer. The team captain should alert the Team Judge who will immediately alert the Head Judge. The team making the appeal should be as specific as possible with regard to the alleged scoring or answer mistake. Should such an appeal occur, the Head Judge will confer with the relevant contest officials to determine if an error was made and corrective action will be taken by the judges to resolve the error.

**PROBLEM RESOLUTION**

After a team chooses a question category and point value, the appropriate question is displayed. The team that selected the problem will be given the first opportunity to answer the question. The point value of the problem shall be equivalent to the number of seconds the teams shall be given to solve the problem. The exception to this rule shall be the 60 point questions for which 90 seconds will be allotted. When the time to solve the problem has elapsed, the Head Judge will call on the team to supply an answer. Each team should be instructed to write its answer to each problem on a piece of paper and circle it. This team will have 5 seconds from the time they are called upon to supply the answer. At the end of 5 seconds, the Moderator shall call “Time!” The last answer given before the 5 seconds expire shall be considered the team’s answer. If the Head Judge cannot make a determination with regard to the last spoken answer, the Team Judge shall ask for it to be repeated at least once. The Team Judge’s decision regarding a team’s answer shall be final.

In the event multiple answers are given, the Team Judge shall look at the team’s paper to determine the team’s answer.
A team may answer a question prior to time elapsing; however all other teams may continue to work on the problem until time has elapsed or a correct answer is given.

Upon receiving a correct answer, the team that gave the answer shall be awarded the point value assigned to the question. Once a correct answer is given, the correct solution/answer will be revealed to the teams.

Upon receiving an incorrect answer, the point value of the question shall be halved and rounded up to the nearest denomination of 5. At that time, the team with the lowest score shall be given the opportunity to answer the question. That team must supply their answer within 5 seconds of being acknowledged. If this answer is incorrect, the point value of the problem shall be halved and rounded again and given to the team with the next lowest score. This process repeats until a correct answer is given or until all teams have failed to supply the correct answer. If all teams fail to supply the correct answer, the solution will be revealed.

All Teams shall have the same time allotted to answer each question. When the Moderator calls “Time!” all teams must put their pencils down. During the course of the competition the Moderator has the option of asking a team’s judge if the all team members at their table have put their pencils down in time. In the event that the team members did not put their pencils down in time, the team will not be allowed to answer the displayed question. The next team will have the opportunity to answer the question.

Teams may not receive help from the audience. In the event that an answer is given by the crowd the question will be disqualified. The question will be simulated as if all teams have answered the question incorrectly, the answer will be shown, and the contest will resume with the team displayed on the overhead.

**Quiz Bowl Officials**

There will be one **Head Judge** who will determine whether an answer given is correct or incorrect. The team will announce the solution to the problem and the Head Judge will indicate whether the answer is correct or incorrect. The Head Judge will have final ruling in resolving disputes.

There will be one or two optional **Judges** who will work along with the Head Judge. The judges will help the Head Judge determine whether an answer is acceptable and will help to resolve problems.

There will be a Quiz Bowl **Moderator** who will call upon the appropriate teams to select categories, answer questions, regulate disputes with the assistance of the Judges and will direct the overall flow of the contest. The Moderator also reads the question after a team has made a selection.

There will be one **Selector/Displayer** assigned the task of selecting the questions and answers once a category and point value is chosen.
The Team/Table Judges’ responsibilities will be to determine which answer is accepted from the assigned team and to ensure that the assigned team competes fairly. The Team/Table Judges will be impartial to the teams to which they are assigned. No judge will be allowed to sit with the team representing his or her area, city or region. Judges are not allowed to assist the teams in question resolution. The team judge will also verify answers on paper for the participants.

**NATIONAL CONVENTION JUDGE SELECTION**

Each region is responsible for selecting two judges to represent them at the National Convention. All Judge information MUST be sent to the National Professional PCI Chair at by **February 15, 2014**. If the region does not select a judge a judge will be appointed for that region. Note: The selected judge may or may not be from that region. In addition the National Professional PCI Chair reserves the right to appoint two NSBE members as impartial judges who are responsible for awarding scores to each team. The Professional PCI Chair will appoint the Head Judge.

The judges’ decisions are final. The judges may confer with the National Professional PCI Chair, National PCI Chair or the Try-Math-A-Lon Coordinators prior to their final decision.

**Post-Test**

The post test is administered after the National Convention to all teams who participated in the KidZone program. It is designed to allow NSBE to access the success of the KidZone tutoring program for participating students. The post-test answer sheets should be submitted via the link that will be emailed to all teams after National Convention.

There will also be a survey in the post test link that is to be completed by the coach.

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**OVERALL COMPETITION SCORING**

Each team is awarded a numerical score for each phase of the competition. At the end of the competition the total points earned by each team is computed by the following rubric listed below. The team with the highest weighted point total is the winner. There is one winning KidZone team at each regional and national KidZone competition.

The rules for each event of the competition are subject to change. In the event of a change, the Professional PCI Chairperson/KidZone Coordinator will be responsible for communicating the rule changes to participating NSBE Jr. chapters as well as host NSBE Professional chapters.

<table>
<thead>
<tr>
<th>Event</th>
<th>Total Points</th>
<th>Weighted Point Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Convention Competitions</td>
<td>Each event is awarded points based on the finish. A team who earns first place will earn the highest total points. This will be dependent on the amount of teams entered into the competition</td>
<td>60</td>
</tr>
</tbody>
</table>
ADDITIONAL GUIDELINES

Alternates

In the event of an emergency in which a member of a KidZone competition cannot fulfill his/her obligations to the team then the team sponsor may elect to choose an alternate. The National Professional PCI Chair and or the National KidZone Coordinator have the final say in accepting the alternate at National Competitions. With the approval of the KidZone Coordinator you may replace the student with an alternate at a local competition. An Alternate may be from any class; however, a valid KidZone team cannot consist of four 5th graders. So the alternate selected can be a 5th grader as long as there is already another non-5th grade member remaining on the team.

If a team does not have an alternate it may proceed with three members. If a team decides to compete with only three students, they will not be awarded any points for the missing team member.

Scoring Penalties

The KidZone ESO competition is a tutoring program meant to foster good study habits, help prepare for standardized testing, and promote competition and good sportsmanship among African-American students. Students competing in the KidZone Competition should conduct themselves in a professional manner. All cases of disorderly conduct must be presented to the Head Judge and or the National KidZone Coordinator. At that point, the Head Judge, the National KidZone Coordinator, and the Team Judges have ten minutes to listen to the complaint and make a majority ruling. The rulings are as follows:

<table>
<thead>
<tr>
<th>Condition</th>
<th>Ruling</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st Offense</td>
<td>Verbal Warning</td>
</tr>
<tr>
<td>2nd Offense</td>
<td>Deduct 100 Points and/or Eject Offender</td>
</tr>
<tr>
<td>3rd Offense</td>
<td>Eject Offender</td>
</tr>
</tbody>
</table>

Should a player be ejected from the competition the Alternate rules will apply.