



Brain Bowl – FF

Revised 09/2018

Purpose: The Brain Bowl Competitive Event is intended to stimulate and motivate students to participate in teams to test their knowledge on various topics and situations in public service education programs from Emergency and Fire Management, FPSA, and Parliamentary Procedures.

DESCRIPTION OF EVENT: Teams consisting of four (4) members each will compete by giving appropriate responses to items presented by a moderator. These items may be in the form of questions, incomplete statements, and/or definitions. Winners will be determined by a series of 10 minute single elimination matches/rounds. The winners will play each other in the next round and the winners will continue to play until all teams are eliminated leaving one, 1st place team.

Dress Code: Appropriate dress to include; business attire, chapter uniform or other attire appropriate for the competition, or as directed by your chapter advisor.

Limit: 2 Teams per Chapter

Rules and Procedures:

1. The development of a list of items shall be the responsibility of the State Director of the team leadership events. The list shall be based upon sample lists and testing instruments received from state FPSA advisors. The items will be validated by a technical advisory committee.
2. Beginning with round #1, two (2) teams competing against each other. The teams will be seeded by random drawing of numbers. Other teams and team members must remain in the holding room until their numbers are called by the chairman.
3. The team is seated at a table facing the moderator. Each individual team member has a buzzer to respond to the moderator's item.
4. All competitors must remove their hands from the buzzer and place their flat hand on the table behind a line on the table before the items are presented. One judge will be assigned to observe this process.
5. The moderator presents one item. Five (5) seconds is allowed after the moderator has finished presenting each item. A team member must push the buzzer before five (5) seconds are up. That team member has five (5) seconds to respond after the moderator has recognized the team member. (No score shall be given unless the team member is first recognized by the moderator.) If no team member pushes the buzzer before five (5) seconds have passed, no points are given. The team member who pushes the buzzer must answer the question.
6. A timekeeper shall call "TIME" at the end of five (5) seconds after the team member has been recognized. Discussion between members of the recognized team may occur during the five seconds; however, a team shall not be permitted to use notes.



7. If the item is not answered at the end of five (5) seconds, is answered incorrectly, or the team is disqualified by responding too soon, the other team is given the opportunity to respond to the item. The moderator automatically repeats the question and the timing starts as in rule #5. The team must push the buzzer and be recognized to respond to the question. This is the only instance in which an item may be repeated unless the judges specifically ask for an item to be re-read.
8. Only the first answer given by a team is to be judged. One point is given for each item answered correctly. The same lists of question are asked of each team in each section during a round starting with question 1. The team that has the highest number of points in a ten (10) minute match is declared the winner of that match. If the ten (10) minute time is completed in the middle of an answer, the team recognized can respond to the item. If missed, the other team can answer. The points shall be kept by the judges on a rating sheet. Score keepers and chalkboards may also be used so that the team and the audience can see the scores.
9. In the event there is tie score, five (5) tiebreaker items are asked and the team with the high score is the winner. This process may be repeated if necessary.
10. The moderator will not give the correct response to an item if neither team can answer correctly. It is retained for further use.
11. The winning team members of each match, round, and section are not allowed to observe and must return to the holding room until recalled. Waiting winning teams are not allowed to communicate with other teams.
12. During the semi-final and final rounds only, audience members may observe. Communication between observers and team members or observers and event personnel is not permitted. Any audience member who attempts to communicate in any way during the competition will be asked to leave the room.
13. Observers are not allowed to enter or leave the room while teams are in competition (only during team changes), unless requested to do so in reference to item #12 above. Observers are not permitted to tape or otherwise record items. Applause is at completion of the match.
14. The question shall not be given to a participating team prior to the competitive event. Judges will be furnished with a copy of the questions. Judges will make all rulings and any challenges must be made before the next question is asked. Time out is called while awaiting any judge's decisions. Each 10-minute round is recorded for verification of responses.
15. The standard references for verification shall be:
 - a. Robert's Rules of Order, Newly Revised.
 - b. Current FPSA Curriculum Guides and Bylaws.

Recommended Personnel:

1. One Chairman
2. One Section Leader
3. One Moderator
4. Three Timekeepers (One for ten-minute match, one for items, and one for responses)
5. Three to Four Judges (Parliamentary Procedure and/or FPSA knowledgeable)
6. Recorder for score board, if used
7. Courtesy Corps Members



Facilities and Equipment:

1. One large room of adequate size to accommodate personnel and as many observers as possible of semi-final and final rounds.
2. Two holding rooms- one for teams that have not competed; one for winning teams awaiting next match/round.
3. Two tables with 4 chairs each for competing teams
4. Colored tape to mark the table
5. Tables/chairs for judges and timekeeper
6. Moderator's table with microphone
7. Two stopwatches- one 10-minute timer
8. A list of at least 100 items and responses for judges and moderator. The items progress from simple to more difficult within each round. The moderator and judges should have a list of items and responses.
9. Bells or buzzer sets for each team
10. A section diagram for "seeding" team
11. Schedule form
12. Judge's rating sheet for each round
13. Scoreboard
14. Pads and pencils for judges
15. List of tie breaker items
16. Copies of each standard reference
17. Tape Recorder/Tape
18. Pencils for participants

Examples of types of test items

1. Language skills include 4 skills necessary for communication. They are: speaking, listening, writing and ____?
2. Give the definition of CBVE.
3. What is the most frequently desired characteristic of a teacher assistant?
4. Unemployment compensation is given to _____.
5. The four "C" of an effective business letter are: _____, _____, _____, and _____.

True or False

1. The purpose of the Introduction to Teaching Program is to prepare students for employment as paraprofessional teacher aides and to introduce students to a teaching career that requires education at the post-secondary level.
2. Students in the Introduction to Teaching Program will successfully complete a teaching practicum experience, having direct student involvement for at least 75 hours.
3. The Introduction to Teaching Program is not designed to provide clerical support to office or administrative personnel.

Florida Public Service Association, Inc.





Brain Bowl – TA Judge’s Winner Sheet

1st Place School

Team Members

2nd Place School

Team Members

3rd Place School

Team Members

4th Place School

Team Members

5th Place School

Team Members
