

National History Bee Rules Sheet

Thank you for participating in today's National History Bee Regional or State Tournament! This document is intended as an outline of the rules of the competition. If you have specific questions regarding more detailed aspects of the rules, please ask a tournament official.

The History Bee is played in two sections – Preliminaries and Finals. During the Preliminary Section, you will be playing against up to 7 other students in an individual, buzzer-based competition in a race to answer up to 8 tossup questions out of a set of 30. Each correct tossup answer will earn you one point. Once you reach 8 correct answers, you will earn bonus points based on how quickly you reach the 8th right answer. There are 3 preliminary rounds, so 90 total questions.

The bonus for answering 8 correctly on or before the **12th tossup** is 5 points. For reaching the 8 count on tossups 13 through 15, you earn 4 points. Finishing your 8 between tossup 16 and 20 will gain 3 points, between 21 and 25 will get you 2 bonus points, and between 26 and 30 will get you 1 bonus point.

To prevent matches from going on too long, three incorrect answers will end the opportunity to answer a particular tossup for all students. **If the reader is still reading the question, and you give the third incorrect answer, you will be deducted one point.** If the reader has finished reading the question, there is no penalty. There is no penalty for giving either the first or the second incorrect answer.

The reader will wait three seconds after he or she has finished reading the question before calling it dead and moving on to the next. If someone rings in during this time, and is incorrect, then the three second count begins again. The reader will also allow you three seconds after you have buzzed in to give your answer. You need not be recognized before you give your answer, although it is advisable to wait. Timing decisions are not protestable. If you wish to protest, you must bring it to the reader's attention before the end of the round (i.e. when you leave the room at the end of the game).

If the reader botches a question, then there are makeup questions that can be used. If you speak out of turn, you do not lose a point, but you are disqualified for the question. The question is still alive for everyone else.

After the Preliminary rounds are over, the top individuals will move into the Finals Section, which occurs in two or three phases for the Varsity and one or two phases for the Junior Varsity (this will be clarified at the tournament). To qualify for Nationals, though, you just need to finish in the top half of students in the prelims. At many tournaments (check with the director) the first **FIVE** players to reach a score of +3 advance to the next phase. Scores then reset to zero. In the second phase, the first **TWO** players to reach a score of +4 advance to the last phase. Scores, again, reset to zero. At this point, since there are only two players, there are no penalties for any wrong answer. The first player to answer **SIX TOSSUPS CORRECTLY** will win today's competition. **Ask your director how many students will make the Varsity and JV finals today. Good luck!**