

3. Any team player may buzz in to answer.
4. Players must be recognized by the Moderator before answering.
5. The first answer given will count.
6. Time begins after the Moderator reads the first question.
7. Players may not confer with teammates.
8. Moderator responds correct or incorrect to answer.
9. **Student may only answer 3 questions per toss up quarter.**

B. GAME PLAY

1. The moderator reads the question
2. Players have 10 seconds to signal (buzz in).
3. Moderator recognizes a player by announcing the team name and then the player's name.
4. The player has five (5) seconds to answer.
5. If the player's answer is correct the Moderator will respond "correct" and will read the next question.
6. If the player's answer is incorrect, the Moderator will respond "incorrect," and then offer the opposing team an opportunity to:
 - a. Signal (buzz in) within five (5) seconds.
 - b. Be recognized by the Moderator
 - c. Answer the question within five (5) seconds.
7. If the opposing player's answer is correct, the Moderator will ask the next question.
8. If the opposing player's answer is incorrect, the Moderator will ask the next question.
9. If the Moderator was unable to complete the question before the first player buzzed in, Moderator will repeat the entire question before the opposing team is allowed to answer.
10. Procedures 1 through 9 are repeated until the Toss Up Questions are finished.
11. The Moderator calls for the results and the Scorekeeper announces the score.
12. If both teams are tied at the end of Toss Up quarters, a coin toss will be used to determine who will receive the first option to choose their topic for the next quarter.
13. If both teams are tied at the end of the match a tie breaker question will be asked.
14. The Moderator calls for a 30-second break between quarters.

7. SECOND QUARTER – CREEK WORDS/PHRASES

A. BASIC INFORMATION

1. The Second Quarter begins with eight (8) words/phrases for translation. (Translate "English to Creek")
2. The words/phrases are randomly selected from the official word list.
3. The team with the most points at the conclusion of the First Quarter will have first choice to "play" or "defer."
4. Eight words/phrases will be given according to the "Toss-Up" rules of play.
5. Team members will need to buzz in to answer.
6. Players must **be recognized** by the Moderator **before** answering.
7. The Creek Speaker will:
 - a. Say each word/phrase for translation into **Creek**
 - b. Say the word/phrase once and will not repeat the word/phrase.
8. Students must answer with the appropriate translation (**English into Creek**).
9. First answer given will count.

10. Time begins after the Creek Speaker says the first word/phrase.
11. The Creek Speaker responds “correct” or “incorrect” to answers.
12. If the Creek Speaker inadvertently says the answer, the Moderator or the Match Judge will call “timeout.” The Creek Speaker will say a substitute word. The time will begin.
13. Correct answers are worth 10 points each.

B. GAME PLAY

1. The team with the highest score will have the first choice to play or defer.
2. The Creek Speaker will say the first word and the Timekeeper begins the timer.
3. If the team member answers with the correct translation, the Creek Speaker will respond “correct” and say the next word.
4. If the team member answers with an incorrect translation, the Creek Speaker will respond “incorrect” and say the next word.
5. Procedures 1 through 4 are repeated until all words are given or until time expires.
6. If the team does not know the answer, the Creek Speaker will remain silent until the time expires as in the Toss-Up rules.
7. The second team will begin play as explained above.
8. The Moderator calls for the results and the Scorekeeper announces the final score.
9. The Moderator asks for questions and addresses them accordingly.
10. Team Sponsors may lodge protests at this point. Decisions of the Match Judge are decided at this point.
11. The Moderator declares end of the First Half.
12. In the event of a tie the Moderator will flip a coin to determine which team goes first for the next round.

8. HALF TIME

1. Half time is called by the Moderator and announces that substitutions may be made at this time.
2. All substitutes must check in with the Scorekeeper and place nameplate in proper location.
3. Protests may be lodged with the Match Judge.
4. The end of half time is called by the Moderator.

9. THIRD QUARTER – TOSS UP QUESTIONS

A. BASIC INFORMATION

1. Procedures 1 through 9 as listed in section 6A are followed.

B. GAME PLAY

1. Procedures 1-14 as listed in section 6B.

10. FOURTH QUARTER – CREEK WORDS

A. BASIC INFORMATION

1. Procedures 1 through 13 as listed in section 7A are followed.

B. GAME PLAY

1. Procedures 1 through 12 as listed in section 7B are followed.

2. If the score is tied at the end of the Fourth Quarter, the Moderator will announce a Sudden Death Tie Breaker.
3. The Moderator will call a one (1) minute break in play before the Sudden Death Tie Breaker.

11. SUDDEN DEATH TIE-BREAKER

A. BEFORE THE SUDDEN DEATH TIE-BREAKER

1. A substitution may be made during the break before the Sudden Death Tie-Breaker.
2. All substitutes must check in with the Moderator and place nameplates in the proper location.

B. BASIC INFORMATION

1. Game begins with one (1) Toss Up Question to be answered by the team that signals by buzzing in.
2. The tie-breaker questions are drawn from a variety of subject areas including the language portion.
3. Any team player may signal (buzz in) to answer
4. Players may not confer with teammates.
5. Players must **be recognized** by the Moderator **before** answering.
6. First given answer will count for the team.
7. The Moderator responds “correct” or “incorrect” to answers
8. The Sudden Death Tie-Breaker questions are worth 10 points each.

C. GAME PLAY

1. Moderator reads the questions and the time begins.
2. Players have 10 seconds to signal (buzz in).
3. Moderator recognizes a player by announcing the player’s name.
4. The player has five (5) seconds to answer.
5. If the player answers correctly, Moderator will respond “correct” and the match is over.
6. If the player answers incorrectly, Moderator will respond “incorrect” and then offer the opposing team the opportunity to answer
7. If the Moderator was unable to complete the question before the first player buzzed in, Moderator will repeat the question in it’s entirety before the opposing team is allowed to answer.
8. If both teams fail to answer the question, procedures 1 through 7 are repeated with the secondary question.
9. The Moderator calls for the results and the Scorekeeper announces the score.
10. The Moderator asks for questions and addresses them accordingly.
11. Team Sponsors may lodge protests at this point. Decisions of the Match Judge will be declared.
12. Match Judge declares the winner of the match.

12. CATEGORIES OF QUESTIONS

A. STUDY BY DIVISION

1. Each Division has a separate Study Guide which includes a Muscogee (Creek) Language portion developed specifically for that age group.
2. Questions are taken from the approved Study Guides for each Division

3. Each Division will be provided audio files for download of the Creek word list on the Muscogee (Creek) Nation website in the Challenge Bowl Quick Link tab. (Link: [Challenge Bowl – Muscogee \(Creek\) Nation](#))

Wilbur Gouge Honors Team Judging Criteria for Selected “Awards Core Committee” Members

Teams will be judged and scored by the selected Challenge Bowl Core Committee members based on the following criteria:

1. Character, respectfulness while in game play and at any other time throughout the event.
2. Conduct inside/outside buildings, in hallways, restrooms, etc.
3. Team Sponsors will be judged according to the same behavior criteria as stated in item numbers 1 and 2.
4. Going above and beyond to help keep the facilities clean as well as offering assistance in any area needed.
5. Should team players or sponsors display unacceptable conduct during match play after team scoring ends in competition rooms, the Official Score Keeper will note on the game score sheet the team name and what type of unacceptable behavior was displayed. This will disqualify teams from being eligible for the Wilbur Gouge Honors Team award.

On behalf of Chief, Second Chief, the Muscogee (Creek) Nation National Council, and all of the Creek Nation employees and community volunteers, we wish you the best of luck during the 2024 Challenge Bowl Competition.

CREEK CHALLENGE BOWL

Entry form Guidelines

1. Muscogee (Creek) Challenge Bowl Entry **E-form** must be completed and submitted to the Muscogee (Creek) Nation JOM office by **December 1, 2023**. **Forms are found on Muscogee (Creek) Nation website. Click Johnson O'Malley, scroll down to Forms and applications. Click on Challenge Bowl.**
2. Each team must have a team name.
3. Each team competing in the Creek Challenge Bowl must have a team sponsor. The team sponsor must be present during all match competitions.
4. Each team must designate which division is applicable for their grade(s). Please indicate the student's grade by their name on the registration form.
5. Each team must have at least (4) four members.
6. Team Rosters must be updated for changes by 8:30 a.m. on the day of competition. If there is a change in the team roster previously submitted, team sponsors must submit the updated roster at the time of registration. Team rosters cannot be accepted after team play has begun for the competition.
7. Team rosters must be filled in completely for:
 - a. Name (first, middle initial, and last)
 - b. Address

Any questions should be made to the Muscogee (Creek) Nation JOM office at (918) 732-7843 or 7840 **the day before** the competition. MCN JOM staff will not be in the office on the days of the CB competition, so it is advised to call the JOM staff concerning any questions in the days prior to the competition.

Disclaimer: Regarding the Muscogee (Creek) Nation Challenge Bowl Study Guide

The Challenge Bowl Committee have limited resources for the compilation of the Study Guides and have attempted to screen and review all material included herein. The Committee understands that some Creek citizens may not agree with all the material included in the Study Guide. The material provided has been agreed upon as a learning tool to spark the interest of the students to learn of their heritage and culture. The Committee has no intention of disseminating wrongful information and cannot be held liable for any misinformation contained in the Study Guides. The Study Guides are to be used for student competition only and should not be considered as a complete historical work on the Muscogee (Creek) Nation, but rather as a continuously updated curriculum for use during the Challenge Bowl.