

# 2020

## IHBB SUMMER LEAGUE

IAC is proud to announce our inaugural online Summer League Academic Bee Tournament. Elementary, Middle, and High School students from across Asia and North America will get to compete against one another online. The Academic Bee Online Summer League is an online buzzer-based academic quiz competition for individual students.

### Eligibility

In order to compete in the Summer League Academic Bee, you must be 19 years or younger at the time of the competitions. You must also be enrolled in a primary or secondary school (or homeschooled) for the 2020-21 school year.

### Age Divisions

Varsity: born in August 2004 or earlier

Junior Varsity: born between September 2004 and August 2006

Middle School: born in September 2006 or more recently

Academic Bee Schedule	Date	New York Toronto Montreal Ottawa (EDT)	Chicago (CDT)	Los Angeles Seattle Vancouver (PDT)	Date	Bangkok	Beijing HK Taipei Singapore	Seoul Tokyo
Check-in	9.18	19:40	18:40	16:40	9.19	6:40	7:40	8:40
Round 1	9.18	20:00	19:00	17:00	9.19	7:00	8:00	9:00
Round 2	9.18	20:30	19:30	17:30	9.19	7:30	8:30	9:30
Round 3	9.18	21:00	20:00	18:00	9.19	8:00	9:00	10:00
Finals	9.19	10:00	9:00	7:00	9.19	21:00	22:00	23:00

# TOURNAMENT & GAME FORMAT

For the Academic Bee Summer League, students will compete in three preliminary rounds of 25 questions each. In each virtual competition room, there will be 6 to 12 students. Depending on how many students are competing, the highest scorers from the combined preliminary rounds in each age division will then compete in the final round. The three divisions are kept entirely separate – there is no crossover, including in the final rounds. Each round should take about 30-40 minutes to complete, including the finals.

Students will use two systems: Zoom and an Online Buzzer System. Students may buzz in at any point in the question – they are encouraged to interrupt the moderator to do so. After they buzz in, the moderator will acknowledge their buzz, and they will have 3 seconds to give their answer. If they are correct, they get a point. If incorrect, their buzzer will be locked for the remainder of the question and cannot buzz again on the question. Three incorrect answers given will end the question, at which point the moderator reveals the answer. Students do not normally lose a point if they are incorrect except if they are the third student to answer incorrectly before the end of the question, in which case, they do lose a point (so it is possible, conceivably to have a negative score). If the question has been read to completion, three incorrect answers will still end the question, but no penalty will be assessed. Once a student has reached 6 points, that student is done for that round. But, students receive bonus points based on how early they reach 6 points. Students are grouped into different groups for each of the three rounds. After all three rounds, the scores from all rounds are added up, and the top students advance to the finals depending on the total number of students.

Reach 6 points on question:	Bonus	Total Score
6	9	15
7, 8	8	14
9, 10	7	13
11, 12	6	12
13, 14, 15	5	11
16, 17, 18	4	10
19, 20, 21	3	9
22, 23, 24	2	8
25	1	7

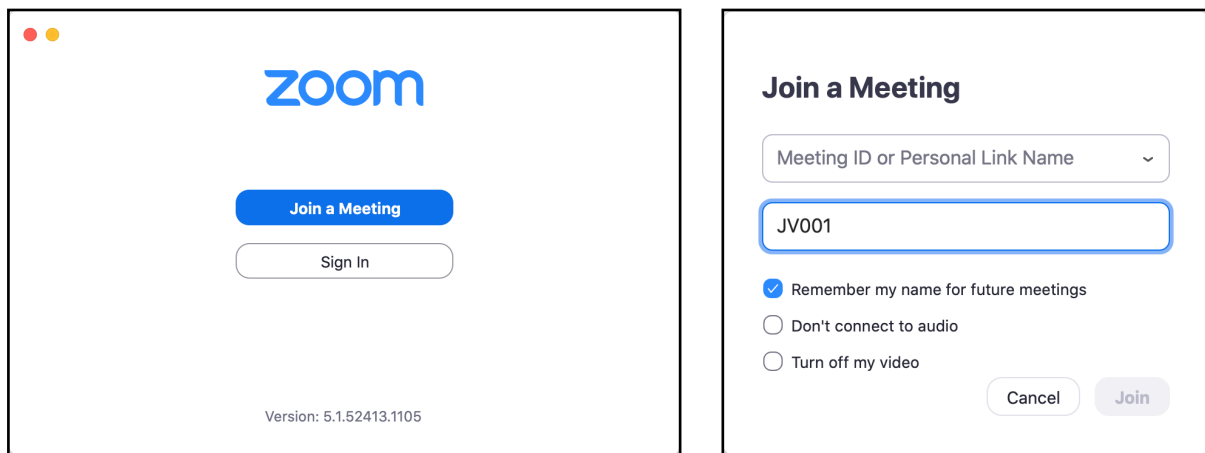
## QUESTION STYLES

The Online Bees use the same type of questions as the ones used in physical buzzer tournaments. In the Online Bees all questions are “pyramidal tossup” questions, where we start with more obscure information and move to more familiar information. Each Preliminary Round will consist of 6 History, 5 Literature, 5 Science, 3 Social Studies, 2 Mathematics, 2 Fine Arts, and 2 Religion & Mythology questions.

# COMPETITION LOGISTICS

The competition will use two online platforms: Zoom and IAC's Online Buzzer System. Participants must first download Zoom to use the platform. Also, try to find the best wifi spot in your home to ensure the fastest connection.

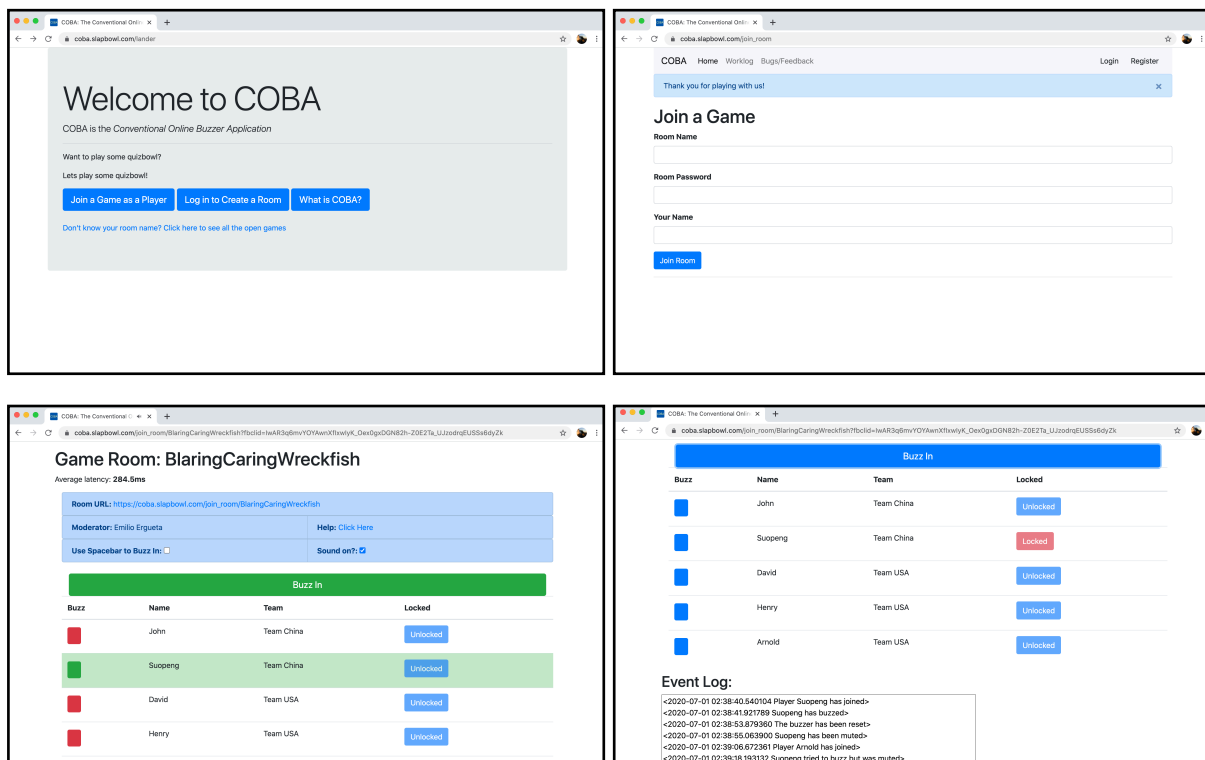
1. Download **Zoom** ([www.zoom.com](http://www.zoom.com))
2. Click on Join a Meeting and log in using the given Meeting ID and your ID number.



The image shows two screenshots from the Zoom application. The left screenshot is the Zoom home screen with the Zoom logo, a 'Join a Meeting' button, a 'Sign In' button, and the version number 'Version: 5.1.52413.1105'. The right screenshot is the 'Join a Meeting' dialog box. It has a dropdown menu for 'Meeting ID or Personal Link Name' with 'JV001' entered. Below this are three radio buttons: 'Remember my name for future meetings' (checked), 'Don't connect to audio', and 'Turn off my video'. At the bottom are 'Cancel' and 'Join' buttons.

Make sure your video is turned on.

3. Go to [coba.slapbowl.com](http://coba.slapbowl.com) and Join a Game using the information provided to you before the competition.



The image shows four screenshots from the COBA website and game interface. The first screenshot is the 'Welcome to COBA' page, which says 'COBA is the Conventional Online Buzzer Application' and has buttons for 'Join a Game as a Player', 'Log in to Create a Room', and 'What is COBA?'. The second screenshot is the 'Join a Game' page, which has fields for 'Room Name', 'Room Password', and 'Your Name', and a 'Join Room' button. The third screenshot is the 'Game Room: BlaringCaringWreckfish' page, which shows the room URL, moderator name (Emilio Ergueta), and a 'Buzz In' button. The fourth screenshot is the 'Buzz In' screen, which shows a table of players and their status.

Buzz	Name	Team	Locked
<input type="checkbox"/>	John	Team China	Unlocked
<input type="checkbox"/>	Suopeng	Team China	Locked
<input type="checkbox"/>	David	Team USA	Unlocked
<input type="checkbox"/>	Henry	Team USA	Unlocked
<input type="checkbox"/>	Arnold	Team USA	Unlocked

Event Log:

- <2020-07-01 02:38:40.540104 Player Suopeng has joined>
- <2020-07-01 02:38:41.927789 Suopeng has buzzed>
- <2020-07-01 02:38:53.879360 The buzzer has been reset>
- <2020-07-01 02:38:55.063900 Suopeng has been muted>
- <2020-07-01 02:39:06.672361 Player Arnold has joined>
- <2020-07-01 02:39:16.193132 Suopeng tried to buzz but was muted>