

San Antonio Youth Literacy's

Sip & Spell

Official Rules and Regulations

TEAMS

Teams will consist of 1-5 members. All members must be adults (18+). All members must have registered and paid the \$100/team entry fee prior to competing.

COMPETITION FORMAT

1. The Hive Directors are the King/Queen Bee (Emcee), the Word Bee (Wordsmith/Pronouncer), the Bee Keeper (Timer), the Honey Bee (Spell Checker), the Drone (Score Keeper) and Honey Maker (Honorary Judge) The last 4 are the judges and all final decisions will rest with them.
2. Teams will participate in rounds.
3. The King /Queen Bee is the Master of Ceremonies and keeps the show rolling along. The Word Bee calls out each word and determines the level of words. The Bee Keeper keeps the length of time for each team to spell the word. The Honey Bee checks the spelling of each word. The Drone keeps up with and calls out the team name and sponsor to spell next.
4. The Merriam-Webster Dictionary, unabridged, (copyright 2016) will be the official contest dictionary. Any spelling listed in this dictionary will be considered correct. No other source will be allowed.
5. The Word Bee will call out the word, give a definition, and repeat the word. In the interest of time, no other information will be given. Definitions will be given during preliminary rounds. The judges will decide, based upon time constraints, whether definitions will be given in later rounds.
6. At any time, a team may request that a word be re-pronounced, defined, or used in a sentence. The judges shall grant the request(s) until the judges agree that the word has been made reasonably clear to the team. The judges shall make every effort to pronounce the words according to the diacritical markings in the official dictionary. Ultimately it is the responsibility of the team to understand the word from pronunciation, definition and sentence.

7. There will be at least 30 seconds given for spelling of each word, but up to 45 seconds may be given in the event of problems.
8. Team members may collaborate on the spelling of a word.
9. Teams may not use phones, computers, additional electronics, or any sort of reference materials during the Spelling Bee.
10. These procedures and official rules will govern at the spelling bee. Any disputes will be resolved by the judges. There will be no appeals. In case of a dispute over the correct spelling of a word, illegible handwriting, or any other question, the decision of the judges is final.

PRELIMINARY ROUNDS

1. Each team will have 30 seconds to spell its word by writing it on the white board distributed to each team.
2. Each team will select one member to write the team's spelling of the word on the board provided. Please print clearly, neatly and as large as possible.
3. Several versions may be written; it is the team's responsibility to scratch through or erase the misspelled words, leaving only one version to be judged.
4. All teams must immediately stop writing when the timer has sounded, and the Emcee directs the team to show its spelled word.

TEAM ELIMINATION

1. Any team that does not hold up its board when the judges call for time will be considered as having misspelled the word. Any team continuing to write after time is called or attempting to change the word as written on the slate will be counted as misspelling a word. If the word is illegible or if letters are ambiguous, the word will be treated as misspelled. If the team erases the board before the judge(s) give the directive the team will be considered as having misspelled the word.
2. Judges will determine which team has spelled correctly. If a team has spelled the word correctly and the judges notify the team of this, you may erase and prepare for the next word.

3. If a team has spelled the word incorrectly, the team is either eliminated or must use a Second Chance to remain in contention.
4. Each round is over when all teams have had an opportunity to spell a word and there are still at least two teams left. Eliminated teams may throw their (vocal) support behind another team but may not help with spelling words.

FINAL ROUND – Elimination

1. When the competition only has two teams remaining, the elimination procedure changes.
 - If one team misspells a word, the other team will have a chance to spell the same word.
 - If the second team spells it correctly, plus the next word on the judges' list, the Bee is over and the second team wins.
 - If the second team misspells the original word or the second word they are given, it gets bounced back to the first team.
 - If the first team spells that word correctly, they will then be given another word to spell. If they spell that word correctly, the Bee is over and the first team wins.
 - If the first team spells that word incorrectly, the cycle continues.
2. A round is complete when (a) both teams spell a word incorrectly or (b) one team wins the competition by spelling two words correctly.
3. If this back-and-forth spelling duel goes on for three rounds without a winner declared, the judges will give the two remaining teams a test of five words to be written. Teams will have two minutes to submit their written spellings of all five words. The team spelling the most words correctly will be declared the WINNER!
4. In the event that this still results in a tie, then the judges will come up with an appropriate task at the time to complete in order to win.

SECOND CHANCES

Second Chances must be purchased during registration. The team will be given a color-coded card for each cheat. These cards may be used one time only, and must be turned in once used. Teams may purchase at most one of each type of Second Chance, and they can only be used during the preliminary rounds. Second Chances may not be used during the final elimination round.

1. \$10 Ask a Friend – Team may ask someone in the audience to spell the word. The friend may not use any reference materials, including phone, book, or computer.

2. \$10 Thirty Seconds with Dictionary – Team will be handed the dictionary and timed by the judges. Team may spell the word during or immediately after the 30 second buzzer.
3. \$25 Stinger – When a team is given a word they have the option to pass, or sting, another team with this word. A Stinger card must be used before the 30 second buzzer.
4. \$25 Mulligan – Team may remain in the contest after misspelling a word.
5. \$50 Big Cheat Deal – Get one of each of all 4 Second Chances listed above.
6. \$50 Buy Back In – if a team misses a word and is eliminated from the contest, they have the option to buy back in for \$50. The eliminated team must purchase the buy back before the contest moves on to the next team in the round.

ABOUT SIP & SPELL

This contest is a fundraiser for San Antonio Youth Literacy. Our mission is to provide one-on-one support to children in San Antonio by empowering them with skills needed to read to learn while fostering self-confidence and an enjoyment of reading. There is a suggested \$20 donation fee per team entry. Audience members are admitted free.

A prize will be awarded to the first-place winner.

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