**Spanish Language Bowl**

**General Instructions**

1. Teams must consist of five members; teams will not be allowed to compete with fewer than five members. Once the competition has begun, there can be no substitutions.
2. All questions will be asked in Spanish and will be appropriate to each level.  All questions will be selected at random from a pool of questions consisting of the following types of questions in the proportions indicated:

* **40% grammar (including morphology and syntax).**

EX: ¿Cómo se dice “I eat” en español?  
ANS: Como.  
EX: ¿Cómo se dice “He slept” en español?  
ANS: Durmió.

* + 2nd Year tense possibilities:

Present indicative (“I eat”)

Present progressive (“They are eating”)

* + 3rd Year tense possibilities include all from 2nd year, plus:

Preterit (“We ate”)

Imperfect (“He used to eat”)

Future (“She will eat”—“Comerá” or “Va a comer” are both acceptable)

* + 4th Year tense possibilities include all from 2nd and 3rd year, plus:

Present perfect (“We have eaten”)

Present Subjunctive (“I want you to eat”)

Note: We will use ONLY verbs from the 100 most commonly used verbs in Spanish,

according to the following website: <https://languageposters.com/pages/spanish-verbs>

(To be: We’ll give context for whether it should be ser or estar.)

* **20% geography, history, culture and current events.**

EX: ¿Cuál es la capital del Perú?  
ANS: Lima  
EX: ¿En qué año “descubrió” Cristobal Colón América?  
ANS: 1492  
EX: ¿Quién pintó "Vista de Toledo"?  
ANS: El Greco  
EX: ¿En qué país hay mariachis?  
ANS: México  
EX: ¿Cómo les llaman a las personas de Guatemala?  
ANS: Guatemaltecos

* **40% vocabulary, modismos**

EX: ¿Cómo se dice en español "the umbrella"?  
ANS: El paraguas  
EX: ¿Cómo se dice en inglés "echar de menos"?  
ANS: To miss

1. Before starting the competition, the team will give the [Language Bowl Entry Form](http://www.nmu.edu/modernlanguages/node/52) to the moderator.
2. Due to the number of participating teams, it is important that you check the schedule upon arrival.  It will be posted at several locations throughout the building.  You must have your team in the proper room by the time the competition is scheduled to begin.  Those teams not in place at the proper, exact hour, will forfeit.
3. The actual game will proceed as follows.  All questions will be answered by individuals.  Each team will have a “Jeopardy” style, handheld buzzer that will be passed from teammate to teammate, always to the right (except of course, when the player on the far right passes it to the teammate on the far left).

1) PREGUNTA ABIERTA (LEAD-IN QUESTION):   Each Pregunta Abierta is worth two points and involves a player from each team.  The first player to buzz in will get the first chance to answer.

1. If the answer is correct, the buzzer-holder on the team which answered correctly will have the first chance at a “Pregunta Extra.”
2. If the answer is incorrect, the buzzer-holder from the other team gets a chance to answer.  If correct, the buzzer-holder on the team which answered correctly will have the first chance at a Pregunta Extra. If both players give an incorrect answer, both teams pass the buzzer to the right, and the next question will be another Pregunta Abierta.

2) PREGUNTA EXTRA (BONUS QUESTION):  A Pregunta Extra is worth one point. Teams may confer, in Spanish, but only the buzzer-holder can give an official answer to the judge.

1. If the team which answered the Pregunta Abierta answers the Pregunta Extra correctly, both teams pass the buzzer.
2. If the team answers incorrectly, the other team gets a chance at the question.

Whether correct or not, both teams pass the buzzer (followed by a Pregunta Abierta).

3) TIME LIMIT:

Preguntas Abiertas: On a Pregunta Abierta, the first player to buzz in must give the answer immediately. If the answer is incorrect**,** the opposing player will have only 5 seconds to begin an answer after hearing the question repeated.

Preguntas Extras: A player has 5 seconds to answer a Pregunta Extra. If a player does not meet these guidelines, the answer will be judged as incorrect.

1. If the game time expires while a question or answer is being given, the moderator will allow play to proceed until the end of the question and answer.
2. At the end of the playing time (10 minutes), the team with the most points will be declared the victor and will advance to the next round of competition.
3. In case of a tie at the end of the allotted time period, the first team to answer a Pregunta Abierta correctly will win the match.
4. The decisions of the moderator are final.  Teachers or students who perceive there has been an error should report it to the NMU professor overseeing this year's competition.