



American Culinary Federation
Education Foundation

Baron H. Galand Culinary Knowledge Bowl

Official Competition Rules and Guidelines

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Baron H. Galand Culinary Knowledge Bowl Competition

Official Rules and Guidelines

History

In 1992, the first Baron H. Galand Culinary Knowledge Bowl competition was held at the ACF National Convention in Washington, DC. Based on the brainchild of Carol Kelly, a member of the Nation's Capital Chefs' Association and a culinary instructor, she used the competition format as a way of testing her vocational high school students. The competition was patterned after the popular 60's TV show *GE College Bowl*. As the competition became more popular, it was suggested to name the event after the former ACF president and longtime advocate of apprentices and junior members, Baron H. Galand, CEC, AAC, HOF. Initially, the competition was strictly a national event with only a handful of teams competing. It has come a long way since then. Beginning in 1998, all winners were awarded ACF competition medals to recognize the dedication and knowledge required to compete successfully in this event. The results have been positive and the competition is on a continual growth path.

Competition

The competition is **open only to teams sponsored by an ACF chapter, ACFEF apprenticeship program, or an ACFEFAC accredited institution**. Teams compete at the ACF regional conferences, held in their respective areas. The team winners of the regional Knowledge Bowl competitions advance to the ACF national convention final competition, to compete with the teams representing their region. An ACF chapter, ACFEFAC accredited school or ACFEF apprenticeship program may sponsor only one team within their respective region for the competition.

Team member **requirements** are stated as follows:

1. The team makeup can consist of five **active** ACF student culinarian level members (includes one alternate) at the time of application and throughout the competition.
2. One team member can be designated as an alternate, in case another team member is unable to compete. Alternates must accompany the team to the green room and cannot participate as a spectator of the competition. If an alternate is asked to join the team, they must remain on the team for the entire or remainder of the competition.
3. During the competition, no team member can play on more than one team.
4. Team members must be currently enrolled in a culinary or hospitality program at an accredited post-secondary institution or apprenticeship program at the time of their regional competition. Team members will be asked to sign a statement during the competitor's meeting verifying that they are enrolled as a student at the time of the regional competition. The student may be a graduate at the time of the national convention if their team wins their regional conference
5. One team member should be designated as the team captain.
6. Team members must have less than four years of professional cooking or baking experience.
7. Team members cannot have professional level certification higher than a certified culinarian at the time of the regional competitions and not higher than a certified sous chef or certified working pastry chef at the time of the ACF National Convention.

8. Team members can only participate in the competition for a total of two years.
9. Each team shall have a designated coach. A coach is a person who acts in a recognized advisory role to a particular team. A coach may not be a player for any team in the tournament. A team can have an unlimited number of coaches, but only one may be designated the official coach prior to the competition. A person may act as a coach, official or otherwise, for only one team. If a team has only a single coach, that person will be assumed to be the official coach. The coach should be a professional culinarian or senior professional culinarian level ACF member, and preferably a culinary educator. The coach shall not participate in the competition, shall not be allowed in the "Green Room," and shall not communicate with the team members during the actual competition. The coach shall go to the audience, and remain with the audience throughout the entire competition.
10. Each team is responsible for its own expenses to compete in the knowledge bowl competition.

Judges

The ACFEF maintains a database of approved knowledge bowl judges to assist with regional and national competitions. To become an ACFEF knowledge bowl judge, the candidate shall be an ACF certified executive chef (CEC), certified executive pastry chef (CEPC), and/or certified culinary educator (CCE), who is in good standing as defined by current ACF by-laws. Candidates must attend a designated ACFEF knowledge bowl training session for judges, and follow ACF-approved knowledge bowl judging guidelines. Judges selected for a particular competition must attend the scheduled competition briefing at their designated regional conference or national convention. A lead judge will be appointed for each competition. The judges' decisions are final. The judges may not have a working relationship with any knowledge bowl team for at least one year prior to the competition.

Registration

A completed application must be submitted to the American Culinary Federation with a \$250 nonrefundable or transferable application fee by the deadline. Completed faxed applications or mailed applications must be postmarked by December 31, of each year, for the following year. No exceptions will be made for late registrations.

Unusual circumstances may change the team member composition. All changes must be made in writing, within three weeks of the scheduled competition and follow member requirements as previously stated.

When the application and payment are received, the team coach will receive a confirmation *Letter of Acceptance* to participate in the competition. Do not assume that the application has been received. If the coach does not receive a confirmation letter within two weeks of submitting the application, contact the ACFEF Education Department to inquire about its status. The team must have a *Letter of Acceptance* to compete.

Rules and Guidelines

The following serve as the official rules and guidelines for the Baron H. Galand Culinary Knowledge Bowl Competition. All teams will be notified at the competitors briefing before the competition of any modifications to these rules.

1. During the competitions, all competitors must be dressed in professional chef's attire. Professional chef's attire is defined as standard black checkered or solid black chef's pants, black leather chef shoes with black socks, and a clean, pressed white chef's coat. Culturally sensitive alternatives will be accepted. Team members who do not meet these guidelines will not be allowed to compete.
2. All teams are encouraged to register for their prospective regional conference. Regional conference scheduling is at the discretion of the ACF Events Department.
3. Teams are required to attend the competition briefing and award ceremonies at regional conferences and the national convention. Any absence must be approved by the lead judge prior to the briefing or award ceremony. If winning teams cannot be present at the ceremonies, their awards will be mailed to them.
4. Regional competitions are open to all teams in a particular region if the team meets the qualification guidelines. Teams must be registered by the registration deadline.
5. The winning teams of each of the regional knowledge bowl competition will advance to the national knowledge bowl competition, held at the ACF National Convention, and will compete against the teams representing other regions.
6. The majority of competition questions are categorized as "toss-up" questions, since either team has an equal opportunity to give an answer. These rules and guidelines apply to all official competition questions as toss-up questions, except the daily double and sensory questions, or if the lightening round has begun.
7. Refer to the *References* section for the current book selection.

Competition Format

1. The competition area shall be set up in the layout as shown on the last page.
2. The double-elimination style format shall be used for all regional competitions and the national competition.
3. The competition uses a "jeopardy" style, five-by-four matrix board for all games leading to the final round, and a five-by-five matrix board for the final round. The question banks will be modified from those used previously to provide equal status to all teams.
4. The competition will utilize lightening rounds if any given round is longer than 12 minutes.
5. All teams must meet for the scheduled competitor's briefing.
6. Different questions will be used at each regional conference and the national convention.
7. All regional competitions begin with a written test to determine the seeding for the first rounds of the competition.
8. The national competition does not require a written exam. The seeding process will be determined by drawing numbers.

Competition Seeding

A written test that consists of 50 multiple choice questions is used to determine team seeding. The four official members, who exclude the alternate, participate in the written test. One point is awarded for each correct answer. The average of all four team members' scores determines the team score and seeding position.

The written test is the fairest way of pairing teams for the first round of the competition. The team with the highest score becomes the first seed in the contest. The second highest score becomes the second seed and so on. To continue, the first seed plays the last seed in the first round, the second seed plays the next to the last seed, and so on.

At the regional conferences teams must earn a combined score over 50% on the seeding exam in order to compete at the regional competition. Teams scoring below a combined score of 50% will be reviewed by the judges to determine eligibility to complete.

Rounds

Each round, excluding the final round, will consist of five categories, with four questions in each category. Each answer is worth 10, 20, 30, or 40 points, respectively. The final round will consist of five categories with five questions. Each answer is worth 10, 20, 30, 40 and 50 points, respectively. A team which correctly answers the questions will be awarded the appropriate points. If a team answers incorrectly, they will have the appropriate number of points subtracted from their score. Each round at the regional competition has the potential to be a lightening round if the round goes past 12 minutes except the championship round.

1. A question is selected by the team captain from one of the categories of the competition matrix displayed on the screen. The question is then read aloud by the moderator ***without being displayed.***
2. Any time during the reading of a question, teams may “buzz in.” The moderator will immediately stop reading the question and the lead judge, or moderator, will verbally recognize the team who buzzed in.
3. Once acknowledged by the lead judge or moderator, the team has a total of ten (10) seconds to completely answer the question.
4. Any member of the team may hit the buzzer, but the team captain is the only one who may relay the answer to the judges.
5. If a question has been completely read and a) one team answered and got it incorrect, or b) no team has buzzed in, the question will be displayed on the screen, and the time keeper will allow five (5) seconds for any remaining eligible teams to buzz in. If no team buzzes in after five (5) seconds, the correct answer will be given by the moderator and the round will continue.
6. The moderator will not read the entire question if a team buzzes in. If the team gives the correct answer, the moderator will read the entire question. If the team gives an incorrect answer, the moderator will reread the question and allow the other team to buzz in. If the second team does not buzz in before the entire question is read, the question will be displayed. If the second team buzzes in before the entire question is read, the question will not be displayed.
7. An answer must be given within ten (10) seconds after the team has been recognized. An answer started after the time keeper has said “time” will be treated as a “no” answer. If the team captain is giving an answer without any interruption in his or her voice and time is called, they will be permitted to finish answering the question. If the entire answer is given by the team captain without hesitation or conferring with fellow team members, it will be accepted as an answer. Ties between the team and time keeper are decided in favor of the team.

8. The judges decide whether or not teams have exceeded the allotted time to answer a question.
9. The moderator will wait for the judges to signal a correct or incorrect answer before continuing the competition.
10. The team who correctly answers the question will be given an opportunity to choose the next category/question.
11. If there are any ties at the end of any game, a tie-break question will be read by the moderator. The moderator will read from a pre-approved list of tie break questions. No points are awarded to scores for the tie break questions. The first team to answer a question correctly will be declared the winner of that round.
12. Two daily doubles have been added to each game at various point levels. The team who selects the question is the only team who can answer the question. The moderator will let the teams know it is a daily double before the question is read.
13. One sensory question has been added to each game. The moderator will let the teams know it is a sensory question. The team who selects the question will have the opportunity to answer the question first. After the sensory question has been read, the team will be asked to identify an item either by sight, smell, touch, or taste. Once the last member of the team has had to opportunity to evaluate the sensory item, the moderator will announce they have 10 seconds to buzz in and answer the question. If the team has buzzed in and been recognized by the moderator, the team captain will state the answer to the question. If the first team answers incorrectly or time runs out, the opposing team will have five (5) seconds to buzz in. After the sensory question has been asked, the team will be asked to identify an item either by sight, smell, touch, or taste. Once the last member of the team has had to opportunity to evaluate the sensory item, the moderator will announce they have five (5) seconds to buzz in to signify that they would like to answer the question. Once the team has buzzed in and has been recognized by the moderator, the team captain will state the answer to the question immediately. Teams not buzzing in to answer the sensory question will not lose or earn any points. The sensory question will ask the team to identify an item either by sight, smell, touch, or taste. Each team is responsible for making the moderator aware of any food allergies during the competitor's briefing. The question is worth the point value shown on the screen.
14. A hidden picture has been added to each round. The picture is hidden behind the game questions and will slowly be revealed as questions are answered and the background screen is revealed. The team may buzz in to guess the hidden picture when the question is not in play. The team who successfully guesses the identity of the picture first will receive 50 points. The 50 points will be deducted for each incorrect answer.
15. Each round has the potential of becoming a lightening round. The lightening round rules will begin after the game has gone over 12 minutes. A clock on the game board will count down the 12 minutes to indicate when the lightening round will begin. The moderator will announce the start of the lightening round. The selecting team will pick a category and point level, the question will be read, and the teams will have five (5) seconds to buzz in. The first team to buzz in will have five (5) seconds to answer. If the team gets the question wrong, the points will be deducted from their score and the other team will have the opportunity to buzz in to answer the question. The second team will have to answer immediately when recognized by the judge or moderator. The lightening rounds will be incorporated into every game except the championship game. The lightening rounds will only be used at the regional conference competitions.

16. Per double-elimination guidelines, in the final round, if a team loses for the first time in the competition, the teams will play a tie-break game. The tie-break game will have a hidden picture, but will not have daily doubles or sensory questions.
17. The judges' decisions are final.

Judging

1. If a team is not the first to buzz in (determined by the lights and buzzer system) and answers the question, the judges will ignore the answer. The moderator, or lead judge, will recognize the team captain on the other team, who buzzed in first. After the identified team gives an answer, then play will resume. Should the team answer incorrectly, the second team will have the opportunity to buzz in, be recognized, and give an answer to the same question.
2. If a teammate answers a question, and is not the team captain of the first team to buzz in, the judges will ignore the answer and wait for the captain to respond. If the captain fails to respond before time is called, the answer will be judged incorrect, even if the answer given was in fact correct.
3. Players may confer with teammates (not alternates, coaches, or spectators) on all questions. Illegal conferring on a question will be treated as an incorrect answer.
4. If an answer is given by a moderator, judge or person in the audience, the question will be thrown out and all scores will revert back to where they were before the question was answered. There will be no substitute questions. If a team member gives the correct answer without being acknowledged, it will be ignored unless the judges or moderator determine it to be deliberate or disrupting.
5. Should the judges or moderator determine that a team member or team deliberately jeopardize the integrity of any question by speaking or gesturing, that team shall forfeit the right to buzz in during the next question and answer period. The opposing team will be given the opportunity to answer the question.
6. If a question's integrity is jeopardized by either a team member or team, and the outcome determines the winner of the round, then the team causing the disruption will have their score lowered by the value of the question. The winning team will be determined by the final scores, after the score reductions have been made.

Correct Answers

1. The judges will accept the first answer attempted by a team captain. Once words are spoken as a part of an answer or the entire answer, they cannot be changed.
2. If a question has multiple answers, the team captain may give multiple responses in any order and without a pause between responses. Since the multiple responses are still considered one answer, the judges will rule the answer as wrong if any part is wrong.
3. To receive credit, a response must indicate exact and unambiguous knowledge of the correct answer. The judges' question sheet will also list acceptable alternate answers.
4. If a team captain gives an answer that demonstrates exact knowledge but is ambiguous, the judges will prompt them for more information. A team captain so prompted may quickly check with teammates for the additional information that is needed, but only he or she may give the answer to the judges. There cannot be any intentional delay in providing the extra information requested by the lead judge. Such a delay, as

determined by the sole discretion of the lead judge, shall negate the prompt and only the incomplete answer would be considered.

5. Dates must be exact (e.g., the year 98 will not be accepted if the answer is 1998.)
6. Common acronyms and abbreviations for organizations are generally acceptable.
7. Postal abbreviations are *not* acceptable for the names of states.
8. Fractional answers must be given in lowest terms, unless otherwise specified in the question. They may, however, be in improper form.
9. Questions which ask for a physical quantity will specify the units of the answer in the question; answers given without units will be assumed to be in the units specific in the question, even if that part of the question had not been read when the answer was given. Physically equivalent answers given in different units are acceptable so long as, in the moderator's judgment, the answer was not given with the intention of delaying of the competition.
10. Players may spell the answers, or ask for a spelling from the moderator for non-English words.
11. Pronunciations do not have to be exact. A plausible or phonetic pronunciation is usually acceptable, unless it demonstrates a fundamental lack of understanding about the correct answer.
12. While ACF strives to include all acceptable alternate answers, players should resist giving esoteric equivalents when they know the more common response. The verification of such responses may slow down a tournament needlessly. Also, many supposed equivalents vary in subtle ways from the answer sought, and may be wrong for highly technical reasons.

Protests

1. Protests may be lodged only by a team captain at the time a discrepancy occurs as outlined below. All protests about events in a round must be lodged before teams leave the competition area.
2. Only the team captain may appeal the decision of the judges that an answer given was incorrect and ask them to confer with each other and/or the text books to reconsider the answer given. This appeal should be done immediately. The preferred time to raise these appeals is at the time of the question to be better able to adjust scores as needed. The team captain challenging the judges' decision may be asked to find the specific reference in the agreed upon materials which supports the given answer. If unable to justify the answer through the sources stated in these guidelines, the judges' decision that the answer was incorrect will stand.
3. Attempts to signal other types of protests during the competition should be ignored unless they are disruptive or delaying, in which case the player should be warned and/or ejected.
4. The team captain making the protest should briefly explain the nature of the protest to the judges. Matters that can be protested include the acceptability of an answer, the execution of competition procedures, scoring errors, insufficient prompting, excessive underlining, and like factors that have a concrete and quantifiable effect on the competition.
5. If a protest is upheld, the remedy is to restore the competition to its condition had the error not been made. Thus, all points erroneously awarded or not awarded shall be

removed or added. If a team was incorrectly credited with a toss-up, the toss-up points will be removed. If the other team was not given a chance to answer the toss-up, it shall be given a replacement question to answer of equal value.

Scores

The scorekeeper and the computer operator will keep scores independent of each other during the rounds. If the scores are questioned for accuracy, the moderator will confer with the scorekeeper and computer operator.

Tournament Officials

1. Each competition shall have a moderator. The moderator will read the questions and enforce the rules of competition. He or she shall not determine the right of teams to give answers or the correctness of any answers.
2. Each regional competition shall have a panel consisting of a minimum of three (3) professional culinarian level ACF members, pre-approved as official ACFEF Knowledge Bowl judges. Judges shall be responsible for determining which team has successfully buzzed in and the correctness of all answers given questions.
3. Judges will only accept answers from the textbooks authorized for the competition. No outside sources will be accepted.
4. Judges will not have any affiliation with any of the teams competing at the regional conferences.

Spectators

1. Spectators shall sit in the designated area and refrain from talking during each round. Excessive talking may disrupt the tournament and cause a question to be eliminated.
2. Spectators who violate this policy shall be asked to leave the competition area.
3. Spectators are not allowed to take photos, video tape or tape record the competition once it has started.
4. Spectators are not allowed to use laptops during the competition.

Competition Awards

Regional

All teams compete for:

- A chance to be the regional winners and represent their region at the national competition
- First place trophies
- ACF student competition medals
- A team trophy
- A full student culinarian national convention registration for each team member

National

Regional team winners compete for:

- A chance to be the National Champions
- National Champion trophies

- ACF student competition medals
- A team trophy

ACF contemporary student competition medals shall be awarded based on the following point schedule. This schedule is based on the two highest scoring rounds for each team.

- Gold Greater than 500 points
- Silver 400-499 points
- Bronze 300-399 points

Ethics and Conduct

1. All players, coaches, institutional representatives, and other persons associated with a team are bound by the ACF Culinarians Code to behave responsibly and ethically. This includes, but is not limited to: treating all other participants, moderator, judges and staff with courtesy, neither giving nor receiving impermissible assistance, not creating the temptation for another to cheat, abiding by all decisions of the tournament staff, not colluding with another person to "fix" a match result, not intentionally "throwing" a match, honestly reporting details of competition situations to tournament officials, and promptly reporting violations of this honor code to a tournament staff member.
2. Any tournament official may find that a player, coach, institutional representative, or other person associated with a team during the tournament has committed misconduct. Misconduct includes disruptive behavior, unethical behavior, any violation of the honor code, or other unsporting conduct. Officials may interpret these categories broadly.
3. All instances of misconduct must be reported to the lead judge at the conclusion of the competition, or as soon as practical.
4. Instances of misconduct may result in sanctions to be determined by the lead judge. These sanctions include, but are not limited to, suspension of a participant from one or more matches, loss of competition(s) for a team, score or clock adjustment, or expulsion of an entire team from the tournament.
5. The lead judge must remove from a competition any person found to have committed misconduct a second time during that competition. A player removed from a competition may not be replaced during that competition.
6. Sanctions are not eligible for appeal.

Knowledge Bowl Schematic

