YOU'RE INVITED TO JOIN OUR VIRTUAL BOWL!
The U.S. Department of Energy (DOE) wants every school in the country to be able to participate in the National Science Bowl®. To remove some of the challenges to competing in an in-person Science Bowl Regional, DOE has decided to host 4 Virtual Regionals.

WHO IS ELIGIBLE TO GO VIRTUAL?
You can register for a DOE-sponsored Virtual Regional if you meet at least one of the criteria listed below and your team has not finished in the top-three at their designated in-person regional event in the past SIX years (since 2016)

- Your school is located more than 200 miles away from an in-person Regional
- This is the first year your school has participated in a Science Bowl Regional
- Your school has more than 75% of its students eligible for free/reduced lunches
- Your school is categorized by the FORHP as a school serving a rural community

NO HEAD-TO-HEAD MATCHES
Teams will not play head-to-head matches but instead, each team will be in its own virtual “room”. Every team will get to answer ALL of the questions without interference from an opposing team. The teams with the highest scores will advance to the next round of competition.

TEAM COMMUNICATION IS ENCOURAGED
In the virtual format, teams are encouraged to communicate with each other verbally or via the chat box on both Toss-Up and Bonus Questions. Any team member can answer any of the questions. There will be no buzzers in the virtual competition, instead, students will physically raise their hand to answer a question.

TECHNICAL REQUIREMENTS
Each student and coach must have two devices logged into the event: one device to show their face and another to show the participant’s workspace and surrounding area during the competition.

VIRTUAL MATCH STRUCTURE
Each competition will have at least 2 preliminary rounds, in which each team will be read the same set of questions. The teams with the highest combined point totals from the preliminary rounds will advance to the Elimination Tournament.

VIRTUAL TIMING RULES
After the Moderator has finished reading the toss-up question, the team will have 7 seconds to discuss their answer and respond (by raising their hand.) If the recognized student answers the toss-up question correctly, the team is given a bonus question. The team will have 22 seconds to discuss and answer the bonus question. A 5-second warning will be given to the team during this time.

COACH TRAINING & SUPPORT
The Department of Energy will offer virtual training sessions, virtual office hours, and coach mentorship opportunities leading up to the virtual events to ensure everyone is prepared for their roles with this new format. DOE is here to help and support!