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History
In 1992, the first Baron H. Galand Culinary Knowledge Bowl competition was held at the ACF national convention in Washington, DC. The competition was based on the brainchild of Carol Kelly, a member of ACF 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. Beginning in 1998, teams were awarded ACF competition medals to recognize the dedication and knowledge required to compete successfully in this event. As of the 2020 events, the Knowledge Bowl competition has been opened up to everyone from junior culinarian to professional.

Eligibility
1. Team members and coaches must be active ACF members.
2. The team makeup can consist of up to five, but no less than three active ACF members (includes one alternate), at the time of application and throughout the competition.
3. Sponsors can only represent one team within their respective region for the competition.
   • Teams sponsored by an apprenticeship program or school must have all team member currently enrolled as students. Students may have just graduated at the time of the competition. Schools do not need to be ACFEF-accredited.
   • Teams sponsored by ACF chapter may include a mix of student and professional culinarians.
4. Team members can participate in the competition for a total of two consecutive years and must take a one-year break before competing again.
5. During the competition, no team member can play on more than one team.
6. Each team is responsible for its own expenses to compete in the knowledge bowl competition.

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 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. Registered teams will receive an official ACFEF knowledge bowl patch that is to be worn on the right sleeve during the competitions. Team members not wearing the official knowledge bowl patch will not be allowed to participate in the competition.
3. 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 remainder of the competition.
4. One team member should be designated as the team captain and will remain captain throughout the competition. If the team captain can no longer participate, another team member will be identified to take his/her place and the alternate will join the team.
5. 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 competition. 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. 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 during the entire competition.
6. Teams are required to attend the competitors’ briefing before the regional competitions. Any absence must be approved by the lead judge prior to the briefing.
7. A placement test will determine the top six teams from each region that will move forward to the double-elimination competition. Placement exam scores will also determine seeding during the competition games.

8. The winning team from each region will go on to compete against each other to determine the National winner.

**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 competitions.

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.

4. The competition will utilize lightening rounds if any given round is longer than 12 minutes.

5. Different questions will be used during each region’s competition games.

6. A placement test will determine the top six teams from each region that will move forward to the double-elimination competition. Placement exam scores will also determine seeding during the competition games.

**Competition Seeding/Placement Exam**

1. A written test that consists of multiple choice questions is used to determine the top six teams to go on from each region, as well as the seeding during the double-elimination games. The four official members, excluding 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.

2. In the event that teams of the same region receive a tied score, the test scores of those captains will be compared to determine the seeding.

**Rounds**

1. 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.

2. A coin toss will determine which team goes first in each round. The team who correctly answers the question will have control of the board. The team captain will choose the category and point level of the question. The moderator will repeat the category and point value to ensure it represents the team’s choice.

3. Once a question has been selected, the team buzzing in first, as determined by the lighted lamp, even if it is accidental, will be recognized by the lead judge to give an answer. Team members should not attempt to give an answer until recognized.

4. Each question is read aloud by the moderator without being displayed. Once the moderator has finished reading the question, it will be displayed on the screen and both teams will have ten (10) seconds to buzz in.

5. Teams may buzz in at any time during the reading of a question. The moderator will immediately stop reading the question, and the lead judge will verbally recognize the team who buzzed in.

6. If the team gives the correct answer, points will be awarded. If the first team gives an incorrect answer, the moderator will reread the question if it was interrupted and allow the other team to buzz in.

7. Once acknowledged by the lead judge, the first team has a total of ten (10) seconds to completely answer the question. If the first team answers incorrectly, the opposing team will have five (5) seconds to buzz in and five (5) seconds to give an answer.

8. If time is called while the team captain is giving a full and complete answer, he/she will be permitted to finish answering the question. If the team captain hesitates, stops speaking or gives any unnecessary wording to deliberately stall for time, the judges will deem the answer incorrect.

9. The moderator will wait for the judges to signal a correct or incorrect answer before continuing the competition.
10. If there are any ties at the end of any round, 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.

11. Two daily doubles have been added to each round 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. Teams are encouraged to buzz in and be recognized by the lead judge before answering the question to keep in the habit of buzzing. Teams will earn double the original point value for correct answers and lose double the original point value for incorrect answers. Teams not buzzing in to answer the daily double will not lose or earn any points. There is no daily double in the tie-break round.

12. One sensory question has been added to each round. 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. The team will be asked to identify an item by sight, smell, touch, or taste and will have ten (10) seconds to evaluate the sensory item, then ten (10) seconds to buzz in and answer the question. If the first team answers incorrectly or time runs out, the opposing team will have five (5) seconds to evaluate and five (5) seconds buzz in. Teams not buzzing in to answer the sensory question will not lose or earn any points. Each team is responsible for making the ACF staff aware of any food allergies prior to the competitor’s briefing. The question is worth the point value shown on the screen. There is no sensory question in the tie-break round.

13. A hidden picture has been added to each round. The picture is hidden behind the questions and will slowly be revealed as questions are answered and the background screen is revealed. A team may buzz in at any time, and as often as they like, in between questions, as long as next question has not been selected. The team who successfully guesses the identity of the picture first will receive 50 points. 50 points will be deducted for each incorrect answer.

14. Each round has the potential of becoming a lightening round. The lightening round rules will begin after the round 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 round.

15. 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 round. The tie-break round will have a hidden picture, but will not have daily doubles or sensory questions.

Correct Answers

1. The judges will accept the first answer attempted by the 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 incorrect if any part is wrong.

3. To receive credit, a response must indicate exact and unambiguous knowledge of the correct answer.

4. If a team captain gives an answer that demonstrates exact knowledge but is ambiguous, the lead judge will prompt the team 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 at 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. (e.g., FL for Florida)

8. Questions which ask for a physical quantity must specify the units in the answer.

9. Players may spell the answers, or ask for a spelling from the moderator for non-English words.
10. 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.

11. 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 needlessly slow down a competition. Many supposed equivalents vary in subtle ways from the answer sought, and may be wrong for highly technical reasons.

**Judging**

1. The lead judge will recognize the team captain that buzzes in first. After the identified team gives an answer, 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. Judges will ignore answers by teams not recognized by the lead judge.

3. If a team member other than the team captain answers a question, 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 correct.

4. 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.

5. If an answer is accidentally 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. A replacement question will be used.

6. Should the judges or moderator determine that a team member or team is deliberately jeopardizing the integrity of any question by speaking or gesturing, that team shall forfeit the right to buzz in and the opposing team will be given the opportunity to answer the question.

7. Judges will only accept answers from the textbooks authorized for the competition. No outside sources will be accepted.

8. The judges’ decisions are final.

**Protests**

1. Should the team captain wish to challenge a judgement made by the judges, he/she should do so during that round. The team captain should buzz in between questions as long as the next question has not been selected to be recognized by the judges and ask the judges to verify their judgement given the text books which have been provided as reference. Challenges must come immediately following the judges’ decision to be better able to adjust scores as needed. There is no penalty for a challenge that is lost.

2. Attempts by other team or audience members to signal protests during the competition will be ignored. If they are disruptive or delaying, the lead judge will give a warning or have the person(s) removed.

3. 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.

4. 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 lead judge will confer with the scorekeeper and computer operator.

**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 competition staff, not colluding with another person to “fix” a match result, not intentionally “throwing” a match, honestly reporting details of competition situations to competition staff, and promptly reporting violations of this honor code to a competition staff member.

2. Any competition staff member may find that a player, coach, institutional representative, or other person associated with a team during the competition has committed misconduct. Misconduct includes disruptive behavior, unethical behavior, any violation of the honor code, or other unsporting conduct. Competition staff may interpret these categories broadly.

3. All instances of misconduct must be reported to the lead judge 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 competition.

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.

Spectators

1. Spectators shall sit in the designated area and refrain from talking during each round. Excessive talking may disrupt the competition and cause a question to be eliminated.

2. Spectators are not allowed to take photos, or record the competition once it has started.

3. Spectators are not allowed to use laptops during the competition.

4. Spectators who violate this policy shall be asked to leave the competition area.

Competition Officials

Competition officials are selected by the ACFEF professional development department under guidance from the ACFEF knowledge bowl taskforce.

Computer Operator
An ACFEF staff member will operate the computer game board.

Judges
Each competition shall have a panel consisting of a minimum of three (3) professional culinarian level ACF members, preapproved as official ACFEF knowledge bowl judges. Judges are encouraged to attend the scheduled competitor’s briefing.

A lead judge will be appointed for each competition and will be responsible for acknowledging the team that has buzzed in, as well as the correctness of the answers provided. The lead judge must have previous experience as a knowledge bowl judge. The lead judge will run the competitor’s briefing if the moderator is unable to.

ACFEF knowledge bowl judges must meet the following requirements:

• ACF member in good standing.

• ACF certified at Certified Executive Chef, Certified Executive Pastry Chef, or Certified Culinary Education level, or higher.

• Judges will not have any affiliation with any of the teams competing.

Moderator
Each competition shall have a moderator. The moderator will read the questions and enforce the rules of the competition. He/she shall not determine the right of teams to give answers or the correctness of any answers. The moderator will run the competitor’s briefing prior to the competitions.

ACFEF knowledge bowl moderators must meet the following requirements:

• ACF member in good standing.
Rule 1: ACF certified at Certified Executive Chef, Certified Executive Pastry Chef, or Certified Culinary Education level, or higher.

Rule 2: Knowledgeable of the competition format.

Rule 3: Experience as a master of ceremonies or moderator type role.

Scorekeeper
Each competition will have a scorekeeper to keep track of the scores independent from the computer operator.

Timekeeper
One volunteer will serve as the timekeeper. He/she will be provided with a stopwatch and guidelines. This volunteer will also be responsible for “unlocking” the buzzers after a team has buzzed in to answer.

Escorts
There will be two volunteers to monitor the green room and escort the teams to and from the Green Room. The volunteers must be comfortable taking on an authority role.

Green Room
Before the competition begins:
- All team competitors are welcome to come in, drop off, secure their belongings, and select a seat/table in preparation for the competition to begin.

At the start of the competition:
- All teams will meet in the green room. The escort will walk the first two teams to the competition room.
- Alternates must accompany their teams and are treated as competitors. They cannot participate as a spectator of the competition.

During the competition:
- No one other than the team competitors and competition officials are allowed in the green room.
- Competitors are allowed notes and books to study.
- No cellular phones, laptops or other electronic devices are allowed in the green room.
- No smoke breaks at any time.
- Team members may talk quietly but should be mindful to other teams who may be studying.
- Restroom breaks require permission from the green room monitor who will call the escort to walk the student directly.

Competition Awards

Regional Competition
All teams compete for:
- A chance to be the regional winners and represent their region during the national competition.
- ACF student competition medals
- A team trophy
- CEHs based on the schedule below

National Competition
Regional team winners compete for:
- A chance to be the National Champions
- National Champion trophies
Baron H. Galand Culinary Knowledge Bowl
Official Competition Rules and Guidelines

• ACF student competition medals
• A team trophy
• CEHs based on the schedule below

If the winning team cannot be present at the award ceremony, their award will be mailed to them.
1st place = gold
2nd place = silver
3rd place = bronze

CEHs (continuing education hours) will be awarded to all competing team members. CEHs will be awarded based on the two highest scoring rounds for each team.

500 and greater = 18 CEHs
400-499 = 12 CEHs
300-399 = 6 CEHs
Less than 300 = 3 CEHs

2019 Baron H. Galand Culinary Knowledge Bowl Champions
Culinary Institute of Michigan at Baker College
Coach: Amanda Miller, CC, CPC
Captain: Stanley Mersino
Co-captain: Rachelle Murphy
Kate Strauss
Camryn Potter