

THE BEE 2022

How to use advantages

To see values and redeem tokens, visit:

uwloraincounty.org/advantagearcade

Definitions:

Round – Preliminaries / Semifinals / Finals

Rotation – An individual team’s turn during a given round



EXTRA COLOR(S) [ART BEE]

Eligible Rounds: All

Description: The “extra colors” advantage allows a team to be able to use multiple colors during the entirety of the Art Bee, in addition to the standard color of black.

Teams can redeem one, two, or three extra colors.

How to use: Each “artist” on a team who has the “extra color” advantage can choose the colors they will use during each rotation.

For example, if the word given is “bee,” a team with a “one extra color” advantage might want to use yellow in addition to black. If the word given is “tree,” a team with a “two extra colors” advantage might want to use brown and green and may not need to use black.

DO OVER

Eligible Rounds (max per team per competition): Semifinals (1) | Finals (1)

Description: The “do over” advantage allows a team to give a new answer after giving an incorrect answer.

How to use: After a judge has acknowledged an incorrect answer or time has run out, a team can ask to use a “do over” advantage. Allocated time will reset, and the team can try to answer the same word/question again.

EXTRA POINT

Eligible Rounds (max per team per competition): Preliminaries (1) | Semifinals (1)

Description: One point is added to score in the round for which the advantage was redeemed.

How to use: “Extra point” redeemed will automatically be applied to score. Once a point has been redeemed, it must be used for the designated round, regardless of whether it affects outcome.

EXTRA TIME

Eligible Rounds (max per team per competition): Semifinals (5) | Finals (5)

Description: Ten seconds will be added to allocated time (see rulebook for time allocations per rotation in each round)

How to use: The “extra time” advantage must be requested before rotation begins. “Extra time” advantages cannot be stacked in one rotation (i.e. if a team has redeemed 3 “extra time” advantages for the semifinals, the team must use them on three separate rotations)

HINT

Eligible Rounds (max per team per competition): Semifinals (10) | Finals (5)

Description: Host will provide information or eliminate choices that will help your team answer correctly.

Art Bee (all rounds): Number of letters in answer provided

History Bee (semifinals): One multiple-choice answer randomly eliminated

History Bee (finals): Contextual hint for open-ended answer provided

STEM Bee (prelim & semifinals): One multiple-choice answer randomly eliminated

STEM Bee (finals): Contextual hint for open-ended answer provided

Spellebrate: Number of letters in answer provided

How to use: After host reads question/word and before allocated time has expired, team can request to use a “hint” advantage. Hint will be provided verbally by host, but team may ask for it to be repeated if time allows. Timer does not stop while hint is requested or provided.

PASS

Rounds (max per team per competition): Semifinals (1) | Finals (1)

Description: The “pass” advantage allows a team to skip a given question/word and to be given a new question/word. The question/word that has been “passed” will be thrown out – it will no longer be used in the competition.

How to use: After a question has been read by the host, a team may use the “pass” advantage. The team must answer the next question given.