

Business Challenge Competition, aka “Redhawk Rumble!”

Program Sponsor: Dean’s office of the Harrison College of Business. Contact: Associate Dean.

Team Sponsors (Who can organize and field a team?)

1. Business club or association – only one team per club or association.
2. Fraternity or Sorority – only one team per fraternity or sorority.
3. Faculty member – only one team per faculty member.

Purpose:

1. To provide the opportunity for business students to test their knowledge of the principles of management, marketing, accounting, finance, information systems, economics, business law, statistics, POM/Quant Methods, and current events in business in a fun, entertaining, and yet “challenging” environment.
2. To create a networking opportunity between the business majors.

Eligibility: Currently enrolled BSBA and MBA students.

Location, dates, and times:

1. All contests will be held in Dempster Hall – room to be announced.
2. Dates for the contests will be announced by the associate dean; the starting date is expected to be mid-March. Team captains will be notified of business challenge contests via university e-mail.
3. Wednesdays during common hour.

Registration: Rules of the game and registration forms are available online at the Harrison College of Business website under “Student Life” or in hard copy in the dean’s office. Deadline for registration is March 1. Submit completed registration form to the office of the associate dean in DH241B.

Prizes:

1. First place: \$500. Second place: \$300. Third place: \$100.
2. Prize money to go to sponsoring organization or to the individual team member (in the case of a faculty sponsor, the money will go to a business club(s) or association(s) designated by the team, or shared by individual team members – credited to SE account).

Structure: Single elimination format. A team consists of four players. There are three rounds to each game: Challenge, Double Challenge, and Final Challenge. General rules apply to the challenge and double challenge rounds. In each contest, the number of teams competing will be decided by the moderator. For example, in any contest there may be two or more competing teams.

General Rules:

1. For each contest, questions will be drawn from the following areas of study: Management, Marketing, Accounting, Finance, Information Systems, Economics, Statistics, POM/Quant Methods, Business Law, and current business events.
2. The team in control of the board selects the category and value. A roll of the die establishes initial control. In the event of a tie, the teams will do a tie-breaking roll.

3. Each player has a buzzer and each team has a light. The team's light is illuminated when a team member is the first to press the buzzer. The moderator will recognize the team whose light turns on first. The team must provide an answer when prompted by the moderator or be disqualified for the question and penalized the appropriate points.
4. If no team buzzes to answer a question, the moderator provides the correct answer and directs the team in control of the board to make another selection.
5. In the case of an incorrect response, the team responding has the value of the question subtracted from their score. The buzzer system is cleared and the remaining teams have the option of buzzing in to answer the question for the corresponding points. If a team member buzzes in and their response is incorrect, the team loses the points and the moderator provides the correct answer. The board is cleared for the next question.
6. Each board has five questions per category for a total of twenty-five questions.
7. In emergency situations, i.e., sickness, traffic problems, etc, a team may participate in the contest if at least three of the four team members are present at the time the event is scheduled to begin. The moderator will evaluate the circumstances and make a decision.
8. Forfeiture of the match occurs when a team is not present when the contest begins. Forfeiture may also occur for cheating, lack of at least two team members present, unprofessional conduct, or other as determined by the moderator in consultation with the dean's office.

Business Challenge:

1. This round contains one hidden bonus space. When this space is selected, the team can wager up to the total of their current points (or up to 50 points if they have less than 50 points).
2. Answers in this round are worth 100, 200, 300, 400, and 500 points.

Double Business Challenge:

1. This round contains two hidden bonus spaces. When this space is selected, the team can wager up to the total of their current points (or up to 100 points if they have less than 100 points).
2. Answers in this round are worth 200, 400, 600, 800, and 1,000 points.

Final Challenge:

1. Only teams with positive point totals may participate in this round.
2. Once the topic is announced, teams (prior to viewing the question) may wager any amount of their points (or no points), with the risk of deduction of the wager amount if their response is incorrect.
3. All point wagers are to be submitted on paper to the moderator.
4. Teams are given five minutes to formulate their response.
5. Answers are submitted on paper to the moderator. The moderator will decide if the response is correct or incorrect. This decision is final.
6. The team with the most points at the end of the Final Challenge will be declared the winner.
7. In the event no team provides the correct response AND, with wager deductions, the competing teams are tied in points, the team with the highest point total entering the final round is declared the winner.
8. In the event teams have negative points after the final round, the team with the least negative points is declared the winner.