

RULES FOR THE BEE

1. Each team will consist of three members. Any member may spell a word for his/her team during any round.
2. Word lists used during The Bee are generated and categorized by degree of difficulty by a team of word specialists. All words may be found in the Merriam-Webster Unabridged Dictionary. The Bee organizers reserve the right to accelerate the use of progressively difficult words for the purpose of bringing the event to a timely finish. Teams will refer to the following websites for the purposes of preparation and practice for The Bee:

<http://www.myspellit.com/>

<http://www.myspellit.com/spellingbee.html>

<http://merriam-webster.com/word-of-the-day/>

<http://wordsmith.org/>

<http://wordsmith.org/words/today.html> (See archives)

<http://dictionary.reference.com/wordoftheday>

3. The pronouncer will pronounce the word, give the definition of the word, use it in a sentence, and pronounce it once more. Team members may ask the pronouncer for one additional pronunciation of the word. This procedure will be monitored closely by the judges.
4. Team members have 15 seconds after the last pronunciation to collaborate on the spelling of the word. Time will be monitored by a judge. After 15 seconds, the designated speller must begin spelling and **NO FURTHER COLLABORATION IS ALLOWED**. The use of paper and pencil/pen is prohibited; no designated speller may read from any sheet, written notation, or device.
5. The speller is encouraged to pronounce the word before spelling it and after spelling it. The judges may not disqualify a speller for failing to pronounce the word either before or after spelling it. Having started to spell a word, the designated speller may stop and start over; however, there may be no change of letters in the sequence from the first spelling.
6. One misspelling will eliminate a team from the competition.
7. All words in play will be discarded at the end of the round.
8. During the 15-second collaboration, a team may use a previously purchased Word Pass to send the word to the next team. The team using the Word Pass will receive a new word in its next round. Ultimately, the team must spell a word. A Word Pass can only be used once.
9. Word Passes may be purchased prior to the event or the day of The Bee. In an effort to ensure a timely finish to the event, the use of Word Passes may be discontinued at the discretion of the judges. Unused Word Passes may not be transferred to another team.

10. During the 15-second collaboration, a team may use a previously purchased Expert Speller. If the Expert Speller spells the word correctly, then the team moves to the next round. If the Expert Speller misspells the word, the team is eliminated. This service will be available for purchase prior to the event or on the day of the event. In an effort to ensure a timely finish to the event, the use of the Expert Speller may be discontinued at the discretion of the judges. Unused Expert Speller purchases may not be transferred to another team.
11. When two teams remain, play will be stopped and the elimination procedure changes. At that point, when one speller misspells a word, the other team's speller shall be given an opportunity to spell that same word. If the second speller spells that word correctly, plus the next word on the pronouncer's list, then the second speller shall be declared the winner.
12. If one of the last two spellers misspells a word and the other speller correctly spells the word, but misspells the new word, then the misspelled new word shall be referred to the other speller. If the other speller then succeeds in spelling the word correctly and correctly spells the next word on the list, then he or she shall be declared the champion. If both spellers misspell the same word, both shall continue in the competition, and the one who first misspelled the word shall be given a new word to spell.
13. Judges are in complete control of The Bee; they will make the final decision on all questions.
14. Any team found with any type of spelling aid will be disqualified.