



2024 BEE Rules (yeah, ther r sum!)

- All BEE funds should be deposited before the start of the BEE to the BeeKeeper.
- All teams will be assigned a table for the duration of the event. Only team members should sit at your table.
- A Swarmer Bee volunteer will be assigned to teams to assist throughout the event.
- **All teams will line up in number order for the “Parade of Teams” at 5pm to start the event. As the team name and company is announced teams will parade unto the stage to their theme song, pose for team picture, be judged for best costumes and hype the crowd.**
- Tables will have team sign, raffle tickets, tally sheets, and beer tickets for your team on them.
- Teams will compete in each elimination round randomly. You will not always face the same team.
- **When your team is called to compete in a round, three people will need to run to the stage to spell the word for that round. Spellers can change throughout the event.**
- **White boards and markers will be on the stage to be used each round.**
- Teams are allowed to cheer and encourage their spellers from their table.
- Each round the teams competing will receive the same word. The word is pronounced twice, defined, used in a sentence and pronounced again. **Example:** “*Marsupial*.”
Marsupial: Any of the order of mammals consisting of kangaroos, wombats, bandicoots, and opossums. *On our trip to Australia, we saw several members of the marsupial family.* Marsupial.”
- The team’s writer will PRINT the word on the board. (It’s important to print clearly in large letters).
- Three spellers from each team will have 30 seconds to confer on the word’s spelling and write the word on the board. One team member should be assigned as the writer.
The official time clock will hit zero when time has expired and a bell will sound. A 5-second warning will be announced before time expires.
- Teams correctly spelling the called word will continue to the next round.
- If your team does not spell the word correctly, you still may advance by bribing the judges. The amount of bribe money needed to advance increases with each round. Teams will declare Bribe if they choose to continue and hold up the BRIBE sign.
- Spellers return to their table after each round.
- The Beekeeper will subtract the amount on the team tally sheet.
- If funds run out then one person from the team can deposit additional funds to the Beekeeper.
- Cash, credit cards, and checks will be accepted for bribes.
- Words become more difficult with each round. Bribes will go up at the end of each round.
- Prizes for Best Team Name, Best Costumes, Best Cheering Section, Most Money and Prize for Best Spellers will be presented throughout the event.

STINGERS!!

This year each team will receive 3 Stingers to use if they so choose throughout the competition. 'Stinger signs' will be given to each team to present if they wish to 'sting' an opponent! If you choose to use a Stinger, payment must be declared and the “Beekeeper” will add that to your team tally sheet.

Stinger #1 can be purchased for \$100 and used starting at Round 3. Your opponent/team of choice will only be allowed to have 2 team members (rather than the usual 3) spell the word that round. One speller must return to their table.

Stinger #2 can be purchased for \$200, and used starting at Round 5. Your opponent/team of choice will have their spelling time cut in half, allowing them only 15 seconds to spell the word that round.

Stinger #3 can be purchased for \$300, and used starting at Round 7. This stinger requires your opponent to spell the word verbally, as opposed to writing it on the white board. (Your opposing team is allowed to write the word on the board, but must erase it and verbally spell the word to the judges.)

Each Stinger can be used only once, so choose wisely! **Teams may use only one stinger per round.** Stingers are non-transferable and each team can only use 3 total stingers. **Stingers can still be used once a team is out of the competition.**