

Reference Sheet for Officials

Rules by Competition Round

<p style="text-align: center;">Individual Round Questions <i>10 seconds to answer</i> <i>Correct answers worth 5 points</i></p> <ul style="list-style-type: none"> - Questions start with the 1st person on the QM's left, and will alternate from team to team (next question is for 1st person on 2nd team) - Student cannot confer with team - Student can give whole answer or the letter (a, b, c) 	<p style="text-align: center;">Team-Plus Questions <i>10 seconds to buzz</i> <i>10 seconds to answer</i> <i>Correct answers worth 5 points</i></p> <ul style="list-style-type: none"> - Starting question is for 1st person on each team, starting from QM's left and going right (buzzers are used for 1st question in each set) - Students cannot confer on 1st question - If 1st question on page answered correctly, only the team that got points can answer the 2nd question in the set (buzzers are not used) - Students can confer on 2nd & 3rd questions - Only ask the 3rd question if the 1st and 2nd questions were answered correctly - If any question ends without a correct answer given, then that set ends. You do not ask the remaining questions. - Move to the next person on each team, repeat until all 4 question sets are used.
<p style="text-align: center;">Team Round Questions <i>10 seconds to answer</i> <i>Correct answers worth 5 points</i></p> <ul style="list-style-type: none"> - Questions start with the 1st team on the QM's left, and will alternate from team to team (next question is for 2nd team) - Students can confer, captain must answer - Student can give whole answer or letter (a, b, c) 	<p style="text-align: center;">Lightning Round <i>120 seconds to complete</i> <i>Correct answers worth 5 points</i></p> <ul style="list-style-type: none"> - Each team will have their own lightning round - To determine which team will pick first, ask the toss-up question (remember, answering this question correctly gives the team 5 points) - Clock starts when QM begins first question - Captain may interrupt any question at any time - Captain may "pass", but QM cannot go back - Judges write answers down as they are given - Judges can award partial credit (1, 2, 3, 4 points)
<p style="text-align: center;">Challenge Questions <i>5 seconds to buzz</i> <i>5 seconds to answer</i> <i>Correct answers worth 10 points</i></p> <ul style="list-style-type: none"> - Questions open to all players (buzzers are used) - Students may buzz in while the question is being read, but may not answer until recognized by QM - Once a question starts, students may not confer with each other until question is finished - If an incorrect answer is given, reread the question from the beginning, the remaining teams have an opportunity to answer 	<p style="text-align: center;">Tiebreakers ONLY USED IN BRACKET MATCHES (when a winner / 2nd place is necessary)</p> <ul style="list-style-type: none"> - 3 challenge questions asked (higher score wins) - Challenge round rules apply - If there is still a tie, ask 2nd set of 3 questions - If there is still a tie, ask 1 sudden-death question from the extra questions
<p style="text-align: center;">Team Activity <i>120 seconds to complete</i> <i>Activity worth up to 50 points</i></p> <ul style="list-style-type: none"> - Each team is given a pencil & a copy of the same activity in a folder, envelope, or face down - Teams cannot start until QM says so - Scoring guidelines at the bottom of page, judges can award partial credit 	

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Duties for Competition Officials

MC Master of Ceremonies

- Welcomes teams and guests to the competition
- May give a quick introduction and invite speakers (if there are speakers)
- Introduces the QM at the beginning of each session (after each break)

QM Question Master

- Sets the tone of the game, keeps the competition matches positive & fast-paced
- Before 1st match, introduces himself/herself and asks other officials to do same
- Introduces the QM at the beginning of each session (after each break)
- Reads directly from the question script
- Calls on students when they buzz in (students cannot answer until recognized)
- Reads the correct answer to each question asked, it helps the audience follow along (this includes lightning round and team activities, if time permits)

NOTE: If the answer given by the student is not listed as a possible answer, defer the question to the judges for a ruling.

Js Judges

- Are called upon by the QM to rule on ambiguous responses
- Judges will confer together on a ruling, and the Head Judge will announce ruling
- Cannot give partial-credit for responses to Team-Plus or Challenge questions (only give during Lightning Rounds and Team Activities)
- Cannot ask students to clarify their answer, must rule based upon what the student says

NOTE: Avoid speaking too loudly during deliberations, do not let the students hear what you are saying. The Head Judge should keep the ruling short, either “that is correct” or “I’m sorry, we cannot accept that answer.”

Rf Referee

- Knows and understands all the competition rules, and will enforce them at all times
- Can ask QM to re-read a question, use a new question, or stop the match to explain a rule

NOTE: The referee resolves all disputes. The decisions of the referee are FINAL.

SK Scorekeeper

- Tracks the points earned by each team on stage and makes sure scores are correct

TK Timekeeper

- Tracks the time in which answers are given
- Manages the buzzer system and resets the buzzers when necessary