



National LifeSmarts Championship Competition Rules and Guidelines

Team Plus Questions

- When Team Plus questions are used there are four sets.
- The first question is a toss-up question and addressed to the first student on each team (to the Question Master's left). The Question Master reads the question and the first student on either team may buzz in at any time.
- The student who buzzes in must wait for their name to be called. Then they have 10 seconds to provide an answer.
- If the first student provides an incorrect answer the Question Master will re-read the question. The other eligible student must buzz in, wait to be called on, and then may provide their answer.
- When a student provides a correct answer, their team receives an add-on question. This is a team question, students may confer, and the Captain provides the team's answer. If the first add-on question is answered correctly the team receives a second add-on question. The Captain has 10 seconds to provide an answer to an add-on question.
- If the first add-on question is answered incorrectly the set is over, the second add-on question is not read, and play resumes with the next toss-up question for the next two eligible students.
- The round continues until all four students have had the opportunity to answer one toss-up question.
- Team Plus uses open-ended questions.
- Each correct answer is worth five points.

Team Link Questions

- When Team Link questions are used each team will receive three sets per match.
- Team Link is an open-ended question format with at least four correct answers.
- Five points are awarded for every correct answer given, and each Team Link set is worth up to 20 points per team.
- The team has 20 seconds to provide four responses.
- The Question Master will read the question once. Going in order, each student will have the opportunity to provide an answer or "pass."
- Whether the student gives an answer or passes, play moves to the next student who either gives another answer to the question, or passes. Play continues until all four students on stage have had the opportunity to provide one answer, or time expires.
- When a student passes no points are deducted.
- If a student gives an incorrect answer play continues with the next student. No points are deducted.
- There is no conferring in this round.
- Play alternates, and the sets are read in this order: Team One; Team Two; etc.
- Play moves from student 1 to student 2 to student 3 to student 4 (left to right for the Question Master).
- The team's score will be announced at the end of the Team Link round.

Lightning Round Questions

- When Lightning Rounds are used there are two per match.
- The team responding will have one minute to answer each 5-question set.
- Teams may confer during Lightning Rounds. The captain will provide the team's response.

- If a team cannot answer a question, and wants to move on, the captain may say “Pass.” The Question Master will read the next question. The Question Master will not return to passed questions.
- Judges will announce the team’s score at the end of all Lightning Rounds.
- Each round contains 5 questions. All questions are open-ended.
- Correct answers are worth 5 points.

Challenge Questions

- All rounds contain Challenge Questions.
- Students may buzz in at any time. If a student buzzes in, interrupting the Question Master in midquestion, the Question Master will stop, call on the student, and the student has 10 seconds in which to answer the question. The student must begin speaking before the timer buzzes.
- If an incorrect answer is given, the Question Master will read the question again. A question continues until a correct answer is given, each team has had one chance to respond, or time runs out and no one has buzzed in.
- **The student must wait for the Question Master to call the student’s name.** (If a student answers before being called upon, the answer is disqualified.)
- Students cannot discuss answers at any time during the Challenge Round. The person who buzzes in must provide an answer.
- When the first student buzzes in the student’s light will come on, and all other buzzers will be blocked.
- If a student gives an incorrect answer, the student’s team may not buzz in again on that question.
- A correct answer is worth 10 points.
- Questions are open-ended.

Challenge Procedures

Teams that wish to challenge a question will follow these procedures:

- Teams may challenge the judges’ ruling once per match. Unused challenges do not accumulate and will not roll over to future matches on other days.
- Teams may only challenge their answers given to Challenge (10 point) questions. Teams may not challenge answers given by the other team.
- To indicate a desire to challenge an unaccepted answer, a student on the team must raise a challenge card and say the word “Challenge” immediately after the Question Master or Head Judge says they will not award points for the answer given. A team may not challenge after competition has moved to another question, or if the Question Master has begun reading the question for the other team.
- Once recognized by the Question Master or Referee, the Referee will denote the team has used its’ challenge for the match. The question will be thrown out and the Referee will select a new question to replace the original question.
- The new replacement question is open to the team or teams that were eligible to answer the question that was thrown out by the challenge. If a team issues a challenge at a time when they were the only team eligible to answer the original question, they will be the only team eligible to answer the replacement question.