

PROCEDURE OF PLAY

A. Starting the Contest

1. Team positions will be determined by the contest officials, utilizing a random drawing with all byes positioned prior to the drawing.
2. Teams are assembled and seated at their respective panels.
3. A team captain is designated and shall be seated nearest the moderator.
4. The question packet is opened by the moderator, and questions will be presented on the projection screen for viewing.
5. Questions used will be the same for each contest within a round.

Questions will be changed from one round to the next. Several separate sets of tie breaker questions will be on hand to break ties at the end of any game.

6. At the signal of the moderator or as the first question is started, time begins.
7. The moderator reads the first toss-up question (as with all succeeding questions) until the completion of reading of the question, or until a contestant activates a buzzer or light.

A. If a light or buzzer is activated during the reading of the question, the moderator immediately will cease reading the question and the contestant activating the buzzer/light shall have five (5) seconds to begin the answer based on that portion of the question read.

B. If the answer given is incorrect, the question will not be repeated or completed for the other team, but will be discarded as if it had been read completely and answered incorrectly.

8. At the completion of the reading of a question or when a buzzer/light is activated, five (5) seconds are permitted in which to begin an answer.

A. It shall be the responsibility of the moderator if the an actual answer is started within this five (5) second period.

9. If the time in which to answer a question elapses with a contestant activating a buzzer/light, the question is discarded.

A. There shall be no loss of points if neither team attempts to answer the question by activating the buzzer/light.

OFFICIALS

1. Moderator (Quiz Master). - the moderator assumes complete direction of all contests, asks all questions, designates contestants to answer questions, accepts or rejects all answers unless overruled by both referee judges. He/she may seek interpretation of questions and answers referee judges. The moderator designates the start of total time, the winner of each contest, and shall at all times be in charge; having the final voice in all decisions, except for answers to questions which are ruled on unanimously by referee judges.
2. Referee judges - two judges are to be used who are knowledgeable in the subject matter. The referee judges may rule individually or jointly on the acceptability of any answer. Either both referee judges, or one referee judge and the moderator, must agree on the acceptability or rejection of a question and/or answer if either is challenged by team captains.
3. Time keepers - one or two individuals will be used to record total elapsed time for each contest and to indicate to the moderator the expiration of total time or the expiration of the time allowed in which to answer questions.
4. Score keeper - two individuals shall keep scores on each contest. One set of scores to be written in such a manner that all points awarded or taken away in penalties may be checked, and one to maintain visible to the moderator, contestants, and in so far as possible, the viewing audience.

EQUIPMENT

1. Response Panels - Each contestant will have a response panel to indicate intent to answer by activating a light and/or buzzer
2. Time recorder - one stop watch or other form of elapsed time recorder with start/ stop capabilities is needed.; It should have at least a 20 minute range and fractions of seconds accuracy.
3. Bell - this signal device will be used by the timekeeper (this may be a buzzer with a distinctly different sound than the contestant buzzers).
4. Score keeping device - this may be a blackboard, a whiteboard, a flip chart or electronic light display system which will score for both team in multiples of five.
5. Questions - packets of questions for each game shall contain a minimum of forty (40) questions. Each question and answers will be typed. These questions shall be known as "toss up" questions. Each toss-up question shall be worth five points correctly answered.