

**GOVERNOR’S ACADEMIC COMPETITION  
ARKANSAS QUIZ BOWL  
RULES OF COMPETITION**

**(October 2023 Approved by Membership Vote)**

**Note: This is a revision of the existing rules in to a more organized format. No rules were rewritten in this revision. However, clarifications have been wrapped into existing rules.**

**If virtual competitions become necessary, the rules may be adapted to fit a virtual format.**

The following is a list of the rules and regulations for the Arkansas Governor’s Quiz Bowl Association academic competitions. This organization is sanctioned by the Arkansas Activities Association and must abide by its guidelines and policies. Please review and study each item with the students who are to compete. All students and coaches are expected to understand and follow the rules. Failure to comply with the general rules will result in disciplinary action. This may include penalties specified in the rules, disqualification of the team, and/or forfeiture of scholarship monies, trophies, and awards for which the team or individual student may have been eligible.

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## SECTION 1: ELEGIBILITY RULES

- 1.1 The game of Quiz Bowl is between two teams. The players on each team must be from one school. The team members can be from grades 7-9 for junior high or 9-12 for senior high, and must be eligible per the AAA Rules.
- 1.2 Ninth grade players who compete in any invitational, co-op, or AGQBA-sponsored quiz bowl tournament at the senior high level may not compete at any future junior high quiz bowl tournaments, per AAA guidelines. This does not apply to practice matches. The AGQBA Board will grant exemptions should Junior Finals or Junior High All-Star Tournaments be held after Senior High Regionals. The AAA guidelines regarding 9<sup>th</sup> grade players must be enforced.
- 1.3 Schools may allow one or more team members to participate late under school guidelines. Example: Team member(s) are also band member(s) who have a competition on the morning of Quiz Bowl Tournament. These students may play in the games as long as they were listed as one of the 12 original team members as submitted for tournament play, have signed in with tournament staff and have waited until the beginning of the next round.
- 1.4 If fewer than 12 team members are listed on the Regional Tournament Registration Signature form, teams may **NOT** add team members to the registration form after regional play has concluded. The list of names turned in will be the only players allowed to play at subsequent tournaments. Players may be listed on the form who do not play at the regional level. The team members must remain the same for all AGQBA-sponsored tournaments.
- 1.5 Teams attending regional and state level tournaments are required to bring all items listed on the tournament checklist, including a working set of buzzers. Wireless buzzers sets may be used.
- 1.6 Schools are **required** to bring an adult judge and a scorekeeper as AGQBA tournament workers. Scorekeepers, who may be students, will be allowed to accompany their teams from game to game during tournament play. The Official Scorekeepers who are team members may NOT play during any round of that game. Teams may change scorekeepers ONLY between games.
- 1.7 Teams must be accompanied by at least one adult advisor who is a school employee.

## SECTION 2: GENERAL RULES

- 2.1 For tournaments leading up to the AGQBA State or Finals Tournament, each team will be composed of a captain, four other players, and up to seven alternates. Any combination of five players from the twelve names listed on the registration form can be used during a match. Teams with fewer than five (5) players may continue to play.
- 2.2 Any player may be designated captain, depending on the specific rules for each round.

- 2.3 It is expected that each team will be ready for competition when the team's match is called. Failure to report on time will result in the forfeiture of the game unless advance notice is given to the host school and arrangements made to offset the delay.
- 2.4 Delay of game is defined as being late by more than 15 minutes after the posted time of play. Reasons for the delay should be restricted to situations beyond the coach's and team's control, not poor planning or choices.
- 2.5 A team that is not present for a preliminary game will forfeit any games missed. If a team is delayed and misses the first game, it may still play the scheduled second and third game. AGQBA will possibly impose sanctions against schools violating this rule by placing that school on probationary status for a length of one to three years.
- 2.6 Forfeiture will count as a loss. The scheduled opponent will receive a win. Both team's average points for seeding/placement purposes will not consider this game.
- 2.7 A "no-benefit forfeit" will be utilized in the first game as the immediate penalty for a team that does not provide a judge for competitions. Both teams will play the match as scheduled and scores/stats will be kept for the game. If the forfeiting team wins the match, both teams shall receive a loss. If the non-offending team wins, they will be credited with the win.

### **SECTION 3: GENERAL GAME RULES**

- 3.1 When the moderator calls the game to order, players may begin writing on their scratch paper. The buzzer check will commence. Moderators/judges shall collect all pieces of paper at the conclusion of each match. Players must have a clean sheet at the beginning of each match. Scratch paper should not be carried from room to room.
- 3.2 The game is played in a four-quarter format with a short interval between each quarter. Each quarter of play is described on the following pages.
- 3.3 Points are scored by correct answers to questions. There is no point subtraction for wrong answers. Only the first answer given by the designated player will be accepted by the moderator for evaluation.
- 3.4 Questions requiring a person's name as an answer may be correctly answered by giving the person's surname only, unless there are others having the same surname with whom he/she might be confused (e.g. Kennedy, Roosevelt). If a player gives a correct surname but an incorrect first name, middle name, or initials, the answer is incorrect. (See Rule 4.4)
- 3.5 **Mispronunciations:** Simple mispronunciations should not be deemed incorrect answers. Some leeway must be given to students with speech and hearing difficulties, as well as speakers for whom English is a second language. In addition, some students may have only encountered some words in print, and never may have heard them pronounced. Pronunciations that are phonetically plausible should be acceptable.

3.6 An answer is incorrect if extra syllables are added which cannot be accounted for phonetically, or if the answer given is another actual word that cannot be formed by the letters in the answer.

EXAMPLE: Richard Wagner should be accepted as RICHard WAGner, even though his name is pronounced RiCARD VOGner, but the Awful Tower should not be accepted for the Eiffel Tower, nor should SEB-ER-REE-US be accepted for Cerberus (SIR-BUR-US). Additionally, extra sounds make some answers incorrect such as proper names like: F Scott Fitzgerald (correct) F Scotts Fitzgerald (incorrect) Daniel Shays (correct) Daniel Shay (incorrect).

3.7 Contest judges, **not the moderator**, will make **final** judgment on the correctness of answers and other matters of judgment.

3.8 ALL RULES WILL REMAIN CONSISTENT FOR ALL OFFICIAL AGQBA COMPETITIONS IN ALL LOCATIONS.

3.9 Although invitational tournaments are hosted by and involve many AGQBA members, the invitational hosts may make modifications to certain rules and procedures in order to successfully run their tournaments. Most do not require teams to bring judges, but instead may allow their moderators to serve dual roles as moderators and judges. Some may disallow challenges or modify the length or format of games. Check with the tournament host to determine if any rule modifications will be made. Invitational hosts are encouraged to inform teams of any rule modifications you plan to make up front on your registration forms.

#### **SECTION 4: VIOLATIONS OF RULES AND REMEDIES**

4.1 If the answer to any question is interjected from the audience, the question may be discarded at the discretion of the judge(s) or the moderator. A question will be taken from the “extra questions” list.

4.2 If the moderator gives the answer to a toss-up question without giving the second team a chance to respond after an incorrect answer, an extra toss-up will be read for the second team only.

4.3 (Blitz Rule) If the student gives multiple answers that are all equally correct, as long as the answer sought is in the set of answers given, the answer will be counted. No rambling or “fishing” for an answer is allowed. All parts of an answer must be correct/relevant with all parts of the question, including parts unread.

4.4 An answer that can stand alone and is incorrect in the form initially given, cannot be prompted “more specific” by the moderator, even if it contains part of the correct answer. (See Rule 3.4)

Examples: Mexico vs. New Mexico, past tense vs. past perfect tense

(See Addendum at the end of this document for more clarification on prompting.)

4.5 Alternate answers for obvious errors rather than those requiring documentation via challenge may be accepted by mutual consent/agreement of both coaches and the judges.

- 4.6 If the results of a challenge call for an answer to be judged incorrect that was initially correct for the first team responding, then the points for that question will be removed from that team's score. Since the other team did not get an opportunity during the regular match play to respond to that question, a new toss-up question will be given to the second team even though time is out.
- 4.7 Consultation is allowed only on bonus questions and during the 60-second lightning round. If teams talk or exchange notes during any other question, it must be ruled incorrect or not turned over because of consultation.

## SECTION 5: CHALLENGES

- 5.1 Challenges regarding answers to questions can only be lodged by the team's coach, not the players. Content challenges must be lodged at the end of each quarter except for the second quarter (See Rule 10.10 and Rule 7.5 for Overtime Challenges). Procedural challenges must be lodged immediately upon violation of the rules.
- 5.2 If a coach fails to follow the outlined challenge procedure, the appeal will not be considered. Some type of hand signal between players and coach to indicate the need for a conference should be worked out prior to the competition. Team-coach conferences will be allowed at the end of each quarter.
- 5.3 If a challenge is made, the challenging coach must state the nature of their challenge immediately, and a timer should immediately begin giving both coaches a maximum of five minutes to present their challenge materials.
- 5.4 When a challenge is presented, each team may only send One Coach Per Challenge to present the challenge material or counterchallenge material. All content challenge material should be presented by both coaches at the same time. The results of a completed challenge should only be challenged if a coach believes a procedural rule has been broken in the course of administering the content challenge.
- 5.5 Players, other participants, or spectators may not speak to or approach the judge/s. Judges may ask for information from other game participants (active players or coaches) in the room. Players should not speak to the judges unless asked for input.
- 5.6 The judges should consult with each other after reviewing the challenge material and cases from both coaches during a challenge. Judges may request rules information from coaches, the moderator, or tournament director.
- 5.7 The following materials may be used for challenges:
- Any physical reference materials that are recognized, up-to-date reference materials such as almanacs, encyclopedias, fact finders, textbooks, dictionaries, or anthologies. If there are multiple versions from the same publisher, the newest copyright date will take precedence.
  - E-book versions of physical reference materials (defined as an offline version of the material)
  - For Math Computational problems only, a fully worked out solution with explanation or supporting material evidence.

- ONLY Coaches and Judges may research and utilize online resources (accessed by phones, tablets, computers, etc.) either in the competition room, or in a designated research area, in order to research content challenges. Any variation of this model may be utilized only with the express approval of the State Junior or Senior High Tournament Director. Credible sources from online versions of reference materials (textbooks, dictionaries, almanacs, etc.) and reputable journalistic sources should be used and shall take precedence over other online sources.

NOTE: If a site is unable to access online sources due to limited internet access or limited reception, the site host must notify all teams of this issue.

5.8 The following materials may NOT be used for challenges:

- Lists and other quiz bowl preparatory materials published by question source companies or individuals.
- Any individual's personal knowledge.
- Materials in the competition room that do not belong to the team.
- Electronic sources not found using the designated electronic method as described above.

5.9 No cell phone use will be permitted by any player at any time during the game. Coaches may not use cell phones unless it is to find an electronic source during a challenge. If the moderator and/or judges observe players using such devices during a match, the offending player(s) will be immediately ineligible for play during the rest of the game. If the player was at the competition table, the coach must use his/her time-out to substitute or wait until the end of the round to replace the removed player.

5.10 When a challenge occurs at the end of either quarter that results in points being removed from one team's score, the team that won the challenge will be given, if necessary, an extra toss-up question of its own as a result of not having the opportunity during the match.

5.11 Moderators will not ask for challenges after toss-up questions. The team captain should plan for a signal to the coach to indicate a challenge. Coaches must announce a challenge quickly. In the second quarter, if a toss-up is not challenged immediately, it CANNOT be challenged at the end of the quarter.

5.12 Coaches should not abuse the immediate challenge and are obligated to defend a challenge within five (5) minutes. Frivolous challenges are a violation of good sportsmanship; legitimate challenges are respected.

NOTE: To assist with this rule, coaches are allowed to look for material while the quarter is in play. This includes the single electronic device used by a coach/coach designate only. Students not playing may assist using non-electronic sources.

## **SECTION 6: TIMEOUTS**

6.1 One 30-second time-out per team per game excluding the 60-Second Lightning Round will be allowed. Time outs must be called by the coach of the team. Time outs may be called only prior to the reading of a toss-up question. Substitutions by one or both teams are allowed during these time outs.

6.2 A time out may not be called between a toss up and a set of bonus questions in Round 2.

6.3 Substitution of alternate(s) can occur at the end of any quarter of play but not during a quarter, unless a time-out has been called.

6.4 A time out may not be called to substitute a late arriving player during a round.

## **SECTION 7: END OF GAME PROCEDURES**

7.1 **NO** team shall leave the competition area until the judge or moderator declares the score official.

7.2 Players should not get up from the tables until the final score is announced.

7.3 If a tie exists at the end of the match, the next five questions from the “extra questions” list will be asked to break the tie. If a tie still exists, then the winner will be determined by a sudden-death play-off. The first team to answer a toss-up question correctly is declared the winner. The points earned during the tie-breaker period will not be considered in seeding a team for a tournament.

7.4 In an overtime situation, substitutions may be made before the five (5) question overtime but not between the five questions and the sudden-death question.

7.5 Challenges on the first five tossups must happen after all five tossups have been read or when a winner is declared due to insufficient tossups remaining to tie the match, whichever comes first. Once sudden death overtime starts, challenges must happen at the resolution of each question.

7.6 Decisions of the judge(s) shall be final. The official declaration of the outcome of the match shall be irrevocable. As in any contest, a game shall not be replayed, even if the outcome could have been altered by judgment errors.

7.7 The game is officially over once the moderator has asked for any challenges, all challenges have been decided by the judges, and the final score has been announced.

## **SECTION 8: SPORTSMANSHIP**

8.1 Any player who exhibits unsportsmanlike behavior or uses profanity during a match can be asked to leave at any time by the moderator or judge. This student will then be replaced by the team’s alternate. If a team exhibits unsportsmanlike behavior, the team will be asked to leave the competition area and the game will be forfeited. Unsportsmanlike behavior may also include teams leaving the site before completing their tournament play. Unsportsmanlike behavior may be subject to probationary action by AGQBA.

8.2 In the spirit of good sportsmanship, all players are expected to be dressed and groomed in a manner that is in keeping with school dress code guidelines. There should be no clothing that could be a reference for possible questions, such as the Periodic Table. School dress code guidelines are to be followed.

- 8.3 Any coach or others accompanying the team who fail to **exemplify** good sportsmanship or cause unnecessary delays in the game may be required by the officials of the tournament to leave the premises. Exemplary behavior is expected of all tournament officials as well.

## **RULES OF PLAY**

### **SECTION 9: TOSS-UP QUARTERS (QUARTERS 1 AND 4)**

- 9.1 The first and fourth quarters will each have 20 toss-up questions.
- 9.2 Toss-up questions have a value of 10 points.
- 9.3 The toss-up process consists of four parts: the question, the buzzer signal, the recognition of the player, and the answer. If a player gives the answer without either of the two middle parts, the answer will be treated as an incorrect answer.
- 9.4 Recognition of the player means that the caller should say school name and student name. Students responding before this is done should have his/her answer ruled incorrect because he/she did not wait to be recognized.
- 9.5 All questions are toss-up questions and must be answered by an individual player.
- 9.6 On all questions, once a player has signaled and has been recognized, he should immediately provide an answer.
- 9.7 A player may interrupt a question while it is being asked if he believes that he can anticipate the answer required by the completed question. If the student interrupts the moderator to give an answer, the student should **immediately** give the answer. Rambling as an attempt to give the correct answer in a lengthy oration will be considered “stalling or fishing” and will not be allowed.
- 9.8 If a student interrupts a question and gives an answer which seems correct with the limited part of the question heard but would be incorrect if the entire question were read, the answer given by the student will be considered incorrect. This includes answers which are lists. All parts of the list must be correct with the complete question.
- 9.9 Collaboration, either written or spoken, among team members is prohibited during the first and fourth quarters. If a team collaborates during a toss-up question before or during answering, that answer will be treated as an incorrect answer.
- 9.10 On most questions a five-second interval between the question and signal will be allowed. The only exception will be math/science calculation questions for which up to twenty seconds will be allowed. As with all questions, once the answer given by the first team is deemed incorrect and the question has been completed, the second team has only five seconds to signal. If a player answers a computation question incorrectly before the twenty seconds has expired, the other team is allowed to use the remaining time to answer. It is the intent of this rule to allow up to twenty (20) seconds for math/science computations. The timer runs continuously after the completion of the question.
- 9.11 If the recognized player gives an incorrect answer or no answer, the first member of the opposing team to signal readiness may respond after he is recognized.



- 9.12 If the question was not completed and the first team answers incorrectly, the question will be completed and the opposing team will be given an opportunity to answer. Moderators may use discretion in repeating interrupted questions. Completed questions will not be repeated.
- 9.13 The moderator should automatically finish any interrupted partially-asked question. Teams should not be expected to say, "Please finish the question." If, however, the moderator forgets to complete the question, the second team must request that the question be completed prior to buzzing in. Once a player from the second team has buzzed in, the moderator cannot finish the question.
- 9.14 Consultation is allowed only on bonus and 60-second rounds. If teams talk or exchange notes during any other question, it must be ruled incorrect or not turned over because of consultation.
- 9.15 If time expires while the first team is answering and the answer is incorrect, the other team must be given the opportunity to immediately respond.
- 9.16 Categories of toss-up questions will not be announced except for the math/science calculations questions.
- 9.17 If a buzzer system malfunction occurs during a student's attempt to buzz in, the questions should be thrown out and one from the extra questions substituted. If the malfunction occurs during a second response after the first team has answered incorrectly, the extra question will be given for the second team.

## **SECTION 10: BONUS QUARTER (QUARTER 2)**

- 10.1 There are two kinds of questions in the second quarter: toss-up and bonus. The quarter starts with a toss-up question. All toss-up questions are worth 10 points.
- 10.2 Toss-up questions work like all first and fourth quarter questions, and all first and fourth quarter rules apply in regard to question answering procedures.
- 10.3 If a team member is correct on a toss-up question, the team gets a reserved chance at a bonus question. All bonus questions will consist of four parts. Five (5) points will be awarded for each part in the four-part bonus that is correctly answered by a team.
- 10.4 Collaboration among team members is forbidden during the toss-up questions but permitted and encouraged during the bonus questions.
- 10.5 Answers to bonus questions must be given by the team captain, who need not be recognized before answering. The electronic response system is not used during bonus questions.
- 10.6 Like toss-up questions, each part of the bonus question will have five seconds between question and answer. If the team captain has not responded during the time interval, the moderator will say, "ANSWER PLEASE," indicating the discussion period is over. At that time an answer must be given immediately! No response is treated as an incorrect answer and play will resume. Also, math/science calculation questions will be allowed twenty seconds before the answer is required.

- 10.7 During the Bonus Round, the Captain of a team may designate another active player on his/her team to answer a specific question. The Captain must designate by name who will give the answer. Then that person would answer that particular question. There would need to be a verbal designation for each answer, not one designation for the bonus round.
- 10.8 On computation questions or bonus lists, if the moderator asks for an answer, that indicates the time is up and an answer must be given immediately. Moderators need to be consistent in asking for an answer as time expires. If no countdown clock is visible to players, moderators or timers may announce “5 seconds left.”
- 10.9 If the bonus question is a list, such as “List the first four books of the Old Testament,” the captain must have started the answer before the 20 seconds expire. If he is in the middle of a list when the buzzer sounds, the answer will be accepted if he does not pause. Only the first four answers given will be accepted.
- 10.10 The quarter will end when four (4) bonus questions have been attempted or when the tenth toss-up question has been used.
- 10.11 The challenge of each toss-up question must be indicated immediately after the completion of the answer to that specific question and before the bonus question is started. However, challenges to any bonus questions must be indicated at the end of the quarter.

### **SECTION 11: LIGHTNING ROUNDS (QUARTER 3)**

- 11.1 The electronic response system is not used during this quarter. Collaboration among team members is allowed. All answers must be given by the team captain. The captain need not be recognized before responding. All questions are worth 10 points.
- 11.2 Before the 60 second lightning round begins, both teams will hear the three subject categories and their descriptors. The moderator should **NOT** read the third quarter category choices until all second quarter challenges have been decided by the judges and challenge resources closed or put away. They may then consult with their coaches, announce their choice of categories, and then make substitutions.
- 11.3 The whole team may consult on the choice of categories. Consultation of team and coaches may take no longer than one minute and must occur at the team table. Teams who take longer than the allotted time may lose their choice. Judges will be the official timers for this consultation. After the one minute has lapsed, judges may choose a category for the team at their discretion. Judges’ decisions will be final.
- 11.4 Any coach suggesting answers to questions at any time during consultation will be considered guilty of “obvious cheating,” and the team is subject to an immediate penalty which will be loss of choice of that category in the lightning round. The category will still be available to be chosen by the opposing team.
- 11.5 During the third quarter (60 second/lightning round) consultation period and substitution period, no team member or coach may access any reference material.
- 11.6 Each category will consist of 10 questions.

11.7 If at the end of the second quarter the two teams are tied in their scores, a coin is tossed to determine which team goes first in the round. The Moderator will toss the coin, and the team which gave the last correct answer in the Second Quarter should call the coin while it is in the air.

## **SECTION 12: LIGHTNING ROUND PROCEDURES**

12.1 At the beginning of the quarter, the team with the lowest score selects one of three categories. The time clock is set on sixty seconds, and the team must answer as many of the questions as possible in the time period. After the moderator reads the questions, one of three things must happen: (1) the captain gives an answer; (2) the captain indicates the team will pass the question; or (3) the captain does not respond.

12.2 The clock starts with the first word of the first question.

12.3 If the question has been read AND the captain has not responded, THEN the question is considered the final one and will not be turned over.

12.4 A response from the captain of “Stall” or “We stall the round” will not be considered an answer and will not allow that question to be passed to the other team.

12.5 No question missed or passed, even if time remains in the round, may be revisited for answering.

12.6 The captain may respond before the moderator has finished the question. In this case, the moderator should stop reading that question and move directly to the next question.

12.7 After the sixty seconds have expired, the second team may try to answer any questions that were missed or passed by the first team. When the moderator turns to the second team to offer the questions missed or passed by the first team, he reads only those that were missed or passed by the first team.

12.8 When the moderator turns to the second team to ask questions missed or passed by the first team, the second team has only the usual length of time for a toss-up question (5 seconds) to respond.

12.9 Under no circumstances should team B consult in a distracting manner while team A is answering lightning round questions, and vice versa.

12.10 After the second team has finished answering the questions missed or passed by the first team, then the second team is given 60 seconds to answer questions from the category previously chosen by them. After the sixty seconds have expired, the first team is given the opportunity to answer any questions missed or passed by the second team.

12.11 If any team correctly answers all ten questions in a set category, the team is awarded a 20-point bonus.

12.12 During the 60-Second Lightning Round, a team may designate a separate captain for its initial category and for the bounce back. The designated captain may then designate another active player on his/her team to answer a specific question. The captain must designate who will give the answer. Then that player would answer that particular question.

## SECTION 13: FORMAT OF ANSWERS

- 13.1 Spelling: Answers to be spelled must be completely answered in one try. A player may not begin an answer, realize he made a mistake, and go back to start over. The first answer is the one that counts. If the spelling involves a proper name, the player does not need to say “capital” before the first letter. Failure to say “capital” is not grounds for a challenge.
- 13.2 Parts of Speech: If a question asks for a word in a specific part of speech and the answer is given as another part of speech, then the answer will be considered incorrect, unless the question is ambiguous as to which part of speech was expected.
- 13.3 Articles in Titles: Unless it is definitive, an article at the beginning of titles is not necessary as part of an answer. (a, an, the). If an article of a title is given, it must be correct. All parts of the answer given must be correct.
- Example 1: Ralph Ellison’s work is Invisible Man; H. G. Wells’ work is The Invisible Man. This is one case when the article is definitive and must be included as part of the answer if the work is Wells’.
- Example 2: John Keats’ work is “Ode on a Grecian Urn.” If a player gives the answer “Ode to a Grecian Urn,” the answer is incorrect.
- Example 3: “A Midsummer Night’s Dream” or “Midsummer Night’s Dream” are acceptable answers. “The Midsummer Night’s Dream” or “Midsummer’s Night Dream” are NOT acceptable answers.
- 13.4 Math/science computational answers must be in lowest terms and with appropriate measurement units, unless the question is asked with a specifically requested unit.
- Example 1: “How many inches are in two feet?” Twenty-four is an acceptable answer. (Units are not required because the question specifically asks for inches)
- Example 2: “A given rectangle has an area of 15 square inches with one side measuring 3 inches. What is the length of the other side?” The correct answer is “five inches” and “five” should not be accepted as the correct answer. (Units are required because the question did not specifically ask for inches)
- 13.5 The moderator is to accept what is printed as the answer or a corrected answer as distributed by the director. If it is incorrect or there is an alternate answer, it is the coach’s responsibility to challenge and prove the answer.

(For rules on names, see Rule 3.4)

# CLARIFICATIONS CONCERNING PROMPTING

## Rounds 1, 2, and 4 Tossups

*From the Moderators' Guidelines:*

- After the recognition of the player who has buzzed in to answer, no further prompting of “answer please” will be given by the moderator. A five-second interval has been allotted for the answer.
- If the answer is correct, as a courtesy to the audience, the moderator should read the remainder of the interrupted question. Then go on to the next question.
- If the answer is not correct, give the other team a chance to answer. **If the answer was incorrect and five seconds have elapsed, immediately prompt the other team for an answer. If the question was not completed and the first team answers incorrectly, the question will be completed and the opposing team will be given an opportunity to answer. Allow that team 5 seconds to answer. Moderators may use discretion in repeating interrupted questions.** Teams do not have to ask for the question to be finished. A player must still buzz in and be recognized.

*From the Moderators' Guidelines:*

- Moderators, remember if a student gives a partially correct answer but you need more detail, you must say “be more specific” elicit the additional information to determine if his answer is correct or not. You do not just pause and hope he will give additional information.

## Round 2- Bonuses

*From the Rules:*

10.6 Like toss-up questions, each part of the bonus question will have five seconds between question and answer. If the team captain has not responded during the time interval, the moderator will say, “**ANSWER PLEASE,**” indicating the discussion period is over. At that time an answer must be given immediately! No response is treated as an incorrect answer and play will resume.

10.8 On computation questions or bonus lists, if the moderator asks for an answer, that indicates the time is up and an answer must be given immediately. Moderators need to be consistent in asking for an answer as time expires. If no countdown clock is visible to players, moderators or timers may announce “5 seconds left.”

*From the Moderators' Guidelines:*

- Read the bonus introduction, if there is one. For four separate questions, read the first one, give five seconds (20 for math/science calculations) to consult, then “answer, please.”
- Answers must be given **immediately** after you request them.

## Round 2- Bonuses- Continued

*From the Rules with clarification from the Moderator's Guidelines:*

10.9 If the bonus question is a list, such as “list the first four books of the Old Testament,” read the question and then allow twenty (20) seconds to give the entire answer. Use the timer or a watch. Prompt the captain when 15 seconds has passed, “five seconds left.” The captain must have started the answer before 20 seconds expire. If he is in the middle of a list when the buzzer sounds, accept the answer **if he does not pause**. If the answer is not given in a continuous stream, **the parts given after a pause are not accepted if time has expired**. Do not ask for the answer after time has expired; be consistent. **Only the first four answers will be accepted.**

## Round 3 – Category/Lightning Round.

*From the Moderators' Guidelines:*

- There is no prompting of “answer please” during the lightning round.
- If the captain gives an answer that needs to be more specific, such as a name, quickly say “more specific.” If you are unsure of any answer, say “no” and go on. After time has expired, you may ask for clarification of an answer. Let the judges, players, and coaches know why you are asking. Ask the judges what they heard. Do not accept challenges at this time.

*From the Rules (Quarter 3):*

12.8 When the moderator turns to the second team to ask questions missed or passed by the first team, the second team has only the usual length of time for a toss-up question (5 seconds) to respond.

12.9 Under no circumstances should team B consult in a distracting manner while team A is answering lightning round questions, and vice versa.

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