

QUIZ BOWL COMPETITION RULES NORTH CAROLINA JUNIOR BETA CLUB CONVENTION

1. The Quiz Bowl will be held on Monday.
2. All contestants must report to the room designated on the schedule at the assigned time.
3. Each team will consist of 4 members.
4. It will be a written team test with a 1 hour time limit. Questions will vary in difficulty.
5. They will range from the trivial to the highly technical. They will be compiled by the committee members from standardized tests, from current news, from trivia books, etc. There are no specific sources from which you can study.
6. This is a general knowledge competition, which stresses quick recall.
7. The two teams with the highest scores will be the finalists for the oral competition.
8. To break ties for the two-team qualifiers for the final round, the time the answer sheets are turned in will be used.
9. Protests on the written competition must be registered with the judges within one (1) hour after the posting of the results.
10. The decision of the judges will be final.

Oral Competition

1. Only team members who have taken the written test will be permitted to compete in the oral competition.
2. **Oral rounds will follow the First session. Competition will be held on stage in the Ballroom. Spectators must remain quiet during the competition.**
3. Each team will select a captain to represent the team and give the answers on the bonus questions. Only the team captain or the coach may address the
4. No calculators can be used in the competition; however, pads and pencils will be supplied for the competitors.
5. Questions will vary in difficulty. They will range from the trivial to the highly technical. They will be compiled by an outside testing agency from school texts, current news, trivia books, standardized tests, quiz bowl books, etc. There are no specific sources from which you can study. This is general knowledge competition, which stresses quick recall.
6. If a team is late or fails to appear at all, it will forfeit the match and the remaining teams will compete. There will be no rearrangement of the schedule. (Designated lateness will be 5 minutes after the starting time.)
7. The match will consist of two teams and will be played in one round consisting of twenty (20) questions.
8. The team with the highest score at the end of twenty (20) questions will be declared the winner of that match.

9. There are two types of questions used in the competition, “Toss-up” and “Bonus.”
10. A “Toss-up” question generally has only one part and is worth ten points (10). Any team member may respond to a “Toss-up” question. The participant, who buzzes first, when recognized by the moderator, has five (5) seconds to respond to the question. NO conference between team members is allowed on a “Toss-up” question.
11. If the respondent answers a “Toss-up” question incorrectly, the opposing team gets five (5) seconds to respond with the correct answer.
12. A “Bonus” question generally has a value of twenty (20) points and may range from a single answer to a question involving multiple parts with a value of five (5) or ten (10) points assigned to each part. Bonus questions vary in degree of difficulty. Conference among team members, who have answered the “Toss-up” question and earned the “Bonus” question, IS ALLOWED. The “bonus” response must come from the designated Team Captain who will speak for the team.
13. If a “Bonus” is incorrectly answered, it will NOT be offered to the other team.
14. The moderator will read the “Bonus” question through once in its entirety. Immediately, upon the completion of reading the question, a twenty (20) second timer will begin. At the end of 15 seconds, the timer will say “five”, which means the team, has five (5) seconds to begin giving the answer to the bonus. When the full twenty (20) seconds has expired, the timer will call “time” and no answers will be accepted.
15. If the Team Captain is ready to respond before the allowed time is up, he/she may signal by saying “ready” to the moderator.
16. The moderator will not indicate whether answers are correct or incorrect until response to all multiple parts is completed, at which time, he/she will note the points awarded and provide any answers not given. He/she will then immediately move on to the next “Toss-up” question.
17. **In Case of a Tie:**
If competition should end in a tie, a “sudden death” situation using only “Toss-up” questions will occur. The team who scores FIRST will be declared the winner of the game. All previous rules for the “Toss-up” questions will apply.
18. **The Decision:**
The judges and the judges alone will maintain the score and determine whether the answers to questions are acceptable and if they are given in the appropriate time allowed. ALL DECISIONS BY THE JUDGES WILL BE FINAL.
19. **PROTESTS: If a player or team wishes to protest either an accepted answer to a question or a game procedure, the protest must come during the game at the time of the occurrence from the team captain ONLY. A decision will be made at the point by the moderator and judge and it will be final. If a team has had two unsuccessful protests in one game, it may not make any further protests during the game.**