

MIST QUIZ BOWL

Topics and links to study materials will be made available at getmistified.com

Rules:

1. Teams will consist of a minimum of two (2) members and a maximum of six (6). At any given time, only a maximum of four (4) students can play. A student can substitute for another student ONLY between rounds.
2. If your team has six (6) students, there will be four (4) starters and two (2) people on the bench. The more students you have on your bowl team, the better it is for your team. This way, each student can study one of the six scholastic bowl categories.
3. Scores will not be released to the competitors after the end of the rounds.

Preliminary/Quarterfinals/Semifinal Round Procedures

1. A preliminary/quarterfinals/semifinal competition consists of three rounds, with a total of 42 questions. A round consists of 7 questions each from 2 categories, with a total of 6 categories covered by the end of competition. Questions for the entire competition are printed in one packet, with each round clearly marked. Appropriate point values are pre-assigned.
2. Each team is allowed 6 members, with no more than 4 members participating per round. Teams are allowed to shuffle their players ONLY between rounds. Judges should announce which two categories are being played in each round so that each team may arrange itself accordingly.
3. The competition begins with the judges explaining the rules of Round 1 to the competitors. Judges will tell the teams which two categories are represented in Round 1. This round begins with the judge reading the point value of the question first, and then proceeding to read the question aloud. Only after the judge has finished reading the ENTIRE question may the competitors buzz in, which will be signaled by the judge saying "Done". The "Done" rule will only be applicable for Round 1, and will be dropped for the rest of the rounds. If a team buzzes in before the entire question is read, then they will not have the opportunity to answer that question. It is up to the judges' discretion to select whether or not teams have adhered to the done rule. The first team to buzz in after the judge has said "Done" must begin to answer within 10 seconds and must finish answering within 30 seconds. This means that you have a total of 30 seconds to provide a complete answer. If judges suspect that you are stalling on a question or are "buying time," they have the right to penalize you accordingly. A correct answer wins points and an incorrect answer does not penalize the team. If an incorrect answer is given, then the floor is reopened once the judge has said "incorrect." The question may now be answered by the next team to buzz in for half of its original point value, with a 10 second limit given on the response. Only two teams can attempt to answer any single question, after which, if both teams are unsuccessful, the judge will give the answer and proceed to the next question. The entire round consists of 14 questions from two categories. Scores will not be released to the competitors after the end of any round.
4. Round 2 follows with the next two categories of questions which follow in the packet, which will be mentioned at the beginning of the round. The rules for Round 2 are identical to the rules in Round 1, except the "Done" rule will be dropped for Rounds 2 and 3. Judges will read the point-value of the question firstly, and then proceed to read the question to completion. If a competitor believes that they can anticipate the answer from the current question, they may buzz in early and answer the question. If the student interrupts the moderator to give an answer, the student should immediately give the answer. The competitor must respond within the 10 second limit of buzzing in, and if incorrect, the question will be opened to the floor for all other teams. For example, if a team were to respond incorrectly to a 200 point question, then 200 points are deducted from their running total. The question point value would be halved to 100 and be open for any other team to answer. If another team were to then respond to this same question incorrectly, then that team is penalized 100 points.
5. Round 3 then follows in the same fashion as Round 2: incorrect answers are to be penalized. Judges will mention which two categories are being represented in Round 3.

Preliminary Competition Point Summary

| Round # | Initial Point Value | Second Attempt | Penalty | Time to Answer |
|---------|----------------------------|----------------------------|---------|------------------------|
| 1 | Given Before Each Question | Yes, ½ initial point value | No | 10 seconds per attempt |
| 2 | Given Before Each Question | Yes, ½ initial point value | Yes | 10 seconds per attempt |
| 3 | Given Before Each Question | Yes, ½ initial point value | Yes | 10 seconds per attempt |

Final Round Procedures

1. The finals competition consists of three rounds, with a total of 42 questions. Questions for the entire competition are printed in one packet, with each round clearly marked. Round 1 and round 2 consist of one question related to each category printed in one packet, with each round clearly marked. Round 1 and round 2 consist of one question related to each category, thus there are six questions per round. In round 3, questions will proceed jeopardy-style with each team captain choosing the category and point value.
2. Each team is allowed 6 members, with no more than 4 members participating per round. Teams are allowed to shuffle their players ONLY between rounds.
3. To begin the competition, judges will explain the rules of Round 1 to the competitors. This round is free-form, with the judge reading each question aloud. Only after the judge has finished reading the ENTIRE question may the competitors buzz in, which will be signaled by the judge saying "Done." If a team buzzes in before the entire question is read, then they will not have the opportunity to answer that question. It is up to the judges' discretion to select whether or not teams have adhered to the done rule. The first team to buzz in must answer within 10 seconds. A correct answer wins points and an incorrect answer does not penalize the team. If an incorrect answer is given, then the floor is reopened once the judge has said "incorrect." The question may now be answered by the next to buzz in for half of its original point value, with a 10 second limit given on the response. Only two teams can attempt to answer any single question, after which, if both teams are unsuccessful, the judge will give the answer and proceed to the next question. Each question in this round is worth 100 points.
4. The rules for Round 2 are exactly the same as Round 1, except that teams are penalized for incorrect answers and the "done" rule will no longer be in effect. For example, if a team were to respond incorrectly to a question, then 200 points are deducted from their running total. If a team were to then respond to this same question incorrectly when its value has been halved to 100 points (when the floor is reopened), then that team is penalized 100 points. Each question in this round is worth 200 points.
5. In Round 3, a jeopardy-style game will be played with each team captain choosing the category and point value. For example, a team captain could say "History for 300 please." Judges will then ask the appropriate question from the packet. The team with the lowest score will start off the round. After a question has been read, any team will be allowed to buzz in to attempt an answer. If a team answers a question correctly, then they will be able to select another question. An incorrect answer will result in a penalty as in Round 2. Following an incorrect response, the floor will be open for answers immediately after the judge says "incorrect." If no team is able to answer the question after 10 seconds, the same team will be able to choose another question. Note: in Round 3, a board or display showing the category-value matrix will be necessary. An assistant who is keeping score will cross off each box on the matrix when that question has been asked. Scores will not be released to the competitors after the end of any round.
6. Judges will not announce the winner of the final competition. This will occur during the award ceremony.

Finals Competition Point Summary

| Round # | Initial Point Value | Second Attempt | Penalty | Time to Answer |
|---------|---------------------|--|---------|------------------------|
| 1 | 100 points | Yes, ½ initial point value | No | 10 seconds per attempt |
| 2 | 200 points | Yes, ½ initial point value | Yes | 10 seconds per attempt |
| 3 | Jeopardy Style | Yes, ½ initial point value. Last team to answer a question correctly gets to choose next question. | Yes | 10 seconds per attempt |

Audience Guidelines

1. Arrive on time or a little early. If you arrive late, you will not be allowed entry into the room. Additionally, once inside the room, you will not be allowed to exit.
2. Sit quietly and attentively.
 - No audience members (whether coaches, parents, or others) are allowed to speak to the competitors during rounds. Please hold your comments and questions until a judge announces the conclusion of a round.
 - No talking or loud whispering during the competition. If organizers suspect an audience member is communicating answers or clues to competitors, they will be asked to leave the room.
 - Remain seated during the competition (i.e. No walking about)
 - No whistling, yelling, or other loud methods of congratulations should be done. If a competitor is focused and ready, but becomes distracted it can really throw off his/her performance.
3. No photography and/or filming.
4. Turn off cell phones and other electronic devices.
5. Parents, coaches and other supporters are more than welcome to attend MIST Quiz Bowl. Please check with your Regional Headquarters to confirm.
6. Please note that the above guidelines apply to them as well.