

**State of New Jersey**

*Office of the Attorney General*  
Division of Consumer Affairs

**New Jersey High School Consumer Bowl**

Official Rules, Regulations and Procedures

*A guide for teachers and students*



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## HISTORY OF THE CONSUMER BOWL COMPETITION

The New Jersey Division of Consumer Affairs introduced the New Jersey High School Consumer Bowl Competition in 1997 as a statewide competition to educate teenagers about consumer issues that they may face in the future. Teenagers have considerable economic clout, spending billions of dollars a year and influencing their parents' purchases of billions more. While these teenage consumers have money to spend, evidence suggests they do not always have enough information about how to spend it while remaining free from fraud. A 1995 United States Justice Department study found that consumers who are 12 to 19 years of age are more than twice as likely to be fraud victims than those over 60. Given this fact, it is important that Consumer Affairs does what it can to inform New Jersey's teenage consumers about what to expect in the marketplace, what their rights are, and how to successfully obtain the goods and services they require. The New Jersey High School Consumer Bowl Competition helps teach these younger New Jerseyans how to protect themselves.

By 2009, the Consumer Bowl Competition had registered 94 schools located in all 21 counties to participate. The New Jersey High School Consumer Bowl Competition has three rounds of competition: County, Regional and State. The county competition is conducted in a location within the county. The winner of each county competition then competes in one of three regional competitions held in northern, central and southern New Jersey. The winners of the regional competitions then compete in the State final competition which is usually held in Trenton.

The New Jersey High School Consumer Bowl Competition uses a game-show format to test students' knowledge of consumer issues. Competing as teams, students answer questions about "real life" topics dealing with credit, new and used cars, health clubs, telemarketing and other general consumer topics. This knowledge gives them the power to spot scams and protect themselves from fraud and dishonest business practices.

Competitions are held in school auditoriums, colleges, State and county buildings or similar facilities. Each competition is broken down into three rounds:

In the first round, each team member is asked an individual question and has 10 seconds to answer. Correct answers earn the team **five points**.

In the second round, each team is asked a team question and only the team captain may answer for the team. Questions must be answered in 10 seconds and the correct answer earns **five points**. The second round also contains three bonus questions which are asked after each set of team questions. All of the team members in the competition may answer the **bonus questions** which must be answered in five seconds, and correct answers will earn **10 points**.

In the third round, 20 questions are asked and the first student from any team to buzz in is given the first chance to answer the question. Correct answers earn 10 points but each question must be answered within five seconds. At the end of the competition, the team with the most points wins.

If there is a tie, five questions will be given to break the tie. If there is still no winner after the five questions, **one** sudden-death question will be given. The team that answers that question correctly will be declared the winner.

At the end of the competition, everyone should remain seated for photographs and awards. No team should leave until the winner has been announced and the competitors have received their prizes and T-shirts.

## REGISTRATION

Invitation letters to the schools was mailed out in the first week of September. Schools can also obtain information by visiting our website at [www.NJConsumerAffairs.gov/bowl/](http://www.NJConsumerAffairs.gov/bowl/) or by calling **973-504-6441**. Registration may also be completed online.

Registration forms must be completed and received by the Division of Consumer Affairs by **the first week of November**.

School and individual release forms must be completed and received by the Division of Consumer Affairs by **the first week of November**.

Release forms are required for every student. **Photo release forms must be signed by at least one of each student's parents**. Release forms also must be completed and received by the first week of November.

We will stop accepting applications by the end of **the second week of November**. Waivers may be requested.

Please send your requests for a waiver to Dulcelina Pena.

Included in the September mailing are the following documents:

1. Rules and regulations
2. Registration forms
3. School permission release forms
4. Photo release forms, and
5. Team member forms.

All forms should be mailed to Dulcelina Pena Division of Consumer Affairs, P.O. Box 45027, Newark, NJ 07101. The forms can be faxed or e-mailed back to the Division. Our fax number is 973-504-6343 and my e-mail address is [dulcelina.pena@lps.state.nj.us](mailto:dulcelina.pena@lps.state.nj.us)

If there are more than eight schools entered to compete in one county competition, in many cases a special schedule for those schools will be made. We will have two competitions on the same day and time. This will be arranged by the Director of the Consumer Bowl.

## **High School Consumer Bowl Competition**

The Office of the Attorney General, Division of Consumer Affairs, will work with the Consumer Affairs Local Assistance (CALA) offices in preparation for and during the competition in each of their respective counties or municipalities. CALA directors will participate in each competition including acquiring locations and food for the county and regional competitions. For those counties that do not have a CALA office, the Director of the Consumer Bowl will work directly with the schools.

### **COMPETITION**

The New Jersey High School Consumer Bowl Competition has three rounds of competition: county, regional and State. The county competition is conducted in a location within the county. The winner of each county competition then competes in one of three regional competitions. The three winning schools of the regional competitions then compete in the State final.

In the county competitions, when there is only one school representing that county, the Director of the Consumer Bowl will make a decision regarding how to include these counties in a county competition so that the students gain this competition experience.

#### **There are two options:**

1. Every effort will be made to register another school in that county with the support of the CALA offices.
2. Single-school counties will have an individual competition made up of two teams from the same group, and the victorious team in that single-school competition will be declared the winner of that particular county. They will represent their county at the regional competition. This will give these schools a sense of the county competition and the purpose of the Consumer Bowl, which is education. The main purpose is to prepare them for the regional competition.

### **ELIGIBILITY**

All New Jersey high schools, public and private, are eligible to participate. There are no restrictions regarding the school year or grades from which students are drawn. Students may be part of a gifted and talented class, belong to the Future Business Leaders Association group (**FBLA**) or Distributive Education Clubs of America (**DECA**), taking business or law courses, or they can volunteer to participate.

### **STUDENT/TEACHER PARTICIPATION**

Each team must be accompanied by a teacher, adviser or designated representative. It will be up to the teacher/adviser to determine who is on the team and how they are chosen. Each team will consist of a teacher/adviser and no more than five team members. One team member out of the five will be the alternate. The alternate team members will be allowed to substitute at the beginning of each round. If more than one alternate is used during the competition, that team may be disqualified. The decision will be made by the Director of the Consumer Bowl.

The teacher/adviser will be responsible for selecting the team members, organizing the team, coaching them on the topics, sending in the necessary permission forms (both for the school and the release forms signed by at least one parent of each team member), traveling with the team, and supervising and chaperoning the team during all of the competitions. The New Jersey High School Consumer Bowl has been approved under the New Jersey Department of Education's Professional Development Guidelines, thereby enabling teachers who coach the students to obtain professional development credits. There is no cost to participate, but schools must provide their own transportation.

## **AWARDS**

Participating students receive a Certificate of Achievement from the Office of the Attorney General, Division of Consumer Affairs. They will also receive a T-shirt. Individual trophies will be awarded to each winner of the county competitions. The winning team also takes possession of the Millicent Fenwick Trophy to display in the school for their winning year.

## **PRESS**

Most of the Consumer Bowl competitions will be covered by the press. CALA offices and the public information officer of the Division of Consumer Affairs will work together to obtain press coverage for all of the competitions. For more information on media coverage, you can contact the Division of Consumer Affairs Press Office at 973-504-6327.

At least one parent of every competitor must sign a Photography Release form indicating whether or not he/she is granting permission to the New Jersey Division of Consumer Affairs to use photos taken at the Consumer Bowl competitions in any media, release, video, website or publications that may be used by the Division. All release forms must be submitted by January 1<sup>st</sup> of the year of the competition.

## COMPETITION PROCEDURES

### CONSUMER BOWL DIRECTOR

The Competition Director oversees all aspects of the New Jersey High School Consumer Bowl Competition. All final decisions regarding discrepancies will be handled by the Consumer Bowl Director.

### NORTHERN/SOUTHERN COORDINATOR

The coordinators are responsible for mailing documents to all of the high schools including forms, applications, the letters of participation, the study guide and the details of the individual competition locations. The coordinators must have the phone numbers for the schools and the teachers/advisers. They are to make sure of each school's **attendance** on the day of the competition by confirming the school's plan to attend **two days before the competition**. They will work with the CALA Directors during all of the competitions. They will follow-up on all events to make sure all aspects of every competition have been coordinated so that the events run smoothly. There may be two coordinators: one for northern New Jersey and one for the southern part of our State.

### MASTER OF CEREMONIES

The Master of Ceremonies will kick off the competition with opening remarks and by introducing guests and the staff who will be assigned to each competition. The Master of Ceremonies may be a CALA Director, an official from the county or a staff member from the Division of Consumer Affairs (DCA).

### MODERATOR

The moderator is chosen by the Director of the Consumer Bowl Competition and will be a representative of the Division of Consumer Affairs. The moderator will be the only officially authorized person to communicate with the team members, judges and referee during the competition. Before each round, the moderator explains the rules and procedures. The moderator will be thoroughly familiar with the questions and answers, and is prepared to rule, upon request, on the acceptability of an answer. The moderator clearly presents the questions to the teams to make sure that the competition is running according to procedure, conferring with judges and the referee if there is a concern regarding an answer or a challenge. The moderator must speak clearly and inform the scorekeepers after each question about the points earned or lost for that team. During the competition rounds, there will be no breaks unless there is an emergency.

**JUDGES/REFEREE** *(Two judges will be chosen from the county and one from Consumer Affairs, a total of three judges for each county competition.)*

In the county competitions, the **referee** will be the Director/Investigator of that county's CALA office. The Director of the County Consumer Bowl competition will name a referee, if the CALA staff is not available. For the **regional** and **final** competitions, judges and referees will be chosen by the State Division of Consumer Affairs.

If, during the competition, the moderator cannot determine if the answer given is incorrect or is missing information, the moderator will then allow the referee to confer with the judges and determine whether to accept the answer as given or not. They have the authority to make the final decision. The referee is the only person who is permitted to communicate that decision to the moderator. The referee/judge may also question the moderator's decision during the competition and should interrupt the moderator after a particular question. If a team member gives an answer with the correct information plus additional incorrect information, or information not included in the answer book, the moderator or referee may then rule on whether the answer is acceptable or may ask the student answering the question to clarify his/her response. The referee makes the final decision after conferring with the judges. If the judges need to confer, they must go to the side, away from the students and the audience, to properly assess and discuss the situation

### **TIMEKEEPER** ( DCA Staff )

The timekeeper observes players when questions are being asked to help the moderator properly identify and announce the name of the team member who buzzed in first. The timekeeper also turns the Electronic Control System on and off. The timing system, which is built into the Electronic Control System, is designed to identify, by means of a solid light, who buzzed in first and, by means of a blinking light, who buzzed in second.

It is the timekeeper's responsibility to: 1) make sure the clock is working as it should to ensure that the signal beginning and ending each round is functioning properly, and 2) monitor the time taken to answer the question. The timekeeper must be alert at all times. **The equipment staff must bring a set of back-up equipment to all of the competitions.** The timekeeper will explain the operation of the equipment to the team members as he is testing it. The timekeeper is responsible for setting up and maintaining the equipment.

### **SCOREKEEPERS**

*One scorekeeper from DCA and one or two scorekeepers from the county (county competitions only).*

For the regional and final competitions, the scorekeepers will be staff members from the Division of Consumer Affairs. Scorekeepers should sit as close to the moderator as possible. The scorekeepers keep track of the points earned by each team and ensure that the scores are correct at the end of each round. The scorekeepers will announce the scores between each round and determine the final score.

Scorekeepers must keep an accurate score throughout the match. Their scores will determine the winner. Points are scored by providing the correct answers to questions asked by the moderator, minus any penalties. Scorekeepers keep their own scores and if they are in doubt about any points, they should ask the moderator to repeat the point amounts. There are no penalties for answering questions incorrectly during the first round; however, during round two (during the bonus questions) and in round three (all questions) if a team member buzzes in before a question is read completely and answers incorrectly, the team will be penalized 10 points. At the end of each round, the scorekeeper announces the score. Before scorekeepers give the final scores, they must go to the side, away from the students, to properly confer. At the end of each round, the scorekeepers will announce the scores. The moderator will make sure that the final scores are correct before announcing the final results to the students.

### **SCORING**

The clock will determine whether the student has five or 10 seconds to answer a question. A student who has buzzed in on a question must answer the question within five or 10 seconds after being verbally recognized by the moderator. There is no **penalty** for answering questions incorrectly during the **first round**. During the second and third rounds, if a team member buzzes in before the moderator finishes reading the question and the team member answers incorrectly, there will be a penalty of 10 points. If either the referee or moderator believes that a particular response may be accurate but is incomplete, he or she may ask the student providing the response for additional information.

*\*For example, if a player answers "Consumer Affairs" to a question, he or she may be asked to provide the unit or board's name that is part of Consumer Affairs.*

If the moderator incorrectly acknowledges/calls on a team member who buzzed in second, the question will be discarded and a new question will be read to the team member who buzzed in first. Replacement questions will be taken from the extra questions section of the moderator's and judge's book. The question will go to the person who buzzed in first on the immediately preceding question. If the team answers correctly, they get the points. If the team answers incorrectly, the question will be given to the team that buzzed in second on the previous question. If the answer is correct they will earn the points; if not, no one will earn points and the moderator will proceed to the next question in that round.



## DAY OF THE COMPETITION

### LATE ARRIVALS

Each school is responsible to speak with a Consumer Bowl staff member within 24 hours of the start of the competition to confirm that the school's team will be attending the competition and if there are any changes or substitutions.

Teachers/advisers should also send an e-mail to confirm the conversation to [dulcelina.pena@lps.state.nj.us](mailto:dulcelina.pena@lps.state.nj.us)

Teams must report to the assigned competition site at the appropriate time. Teams should arrive 30 minutes prior to the planned starting time of the competition. We will provide a light breakfast. If a team does not arrive at least 30 minutes before the competition begins due to traffic or weather, the teacher or school representative should contact Dulcelina Pena at [dulcelina.pena@lps.state.nj.us](mailto:dulcelina.pena@lps.state.nj.us) or at 973- 865- 4363. On the day of the competition, teachers should have these numbers available to reach DCA staff in case of any emergency.

*\*Competition is between two, three or four teams at a time. If more than four schools are competing, we will begin the competition with the first schools that arrive on time or by pulling school names out of a hat/box. In a competition between six or more schools, if one school is late we will start with the first schools that arrived on time, and then continue with the remaining schools.*

### BANNER

Each team should provide their own school banner that will be attached to the front of the competing team's table. **If the school does not have a banner they should bring their own sign.** If the school is not able to make a sign, please call the Director of the Consumer Bowl Competition to inform her that the school will need a sign provided by the Division of Consumer Affairs.

### SEATING ARRANGEMENTS

The order in which teams are seated will be determined on the day of the competition. Only four schools at a time can compete at each competition. It will be on a first-come basis or in the order school names were picked from a hat/box. If there are more than four schools competing, the first schools to arrive will sit for the first competition, or in the order school names were picked. As the teams arrive, they may choose where they want to be seated. The remaining teams will be escorted to a different room until the first competition has been completed since we are using the same questions. In case there are more than eight schools, we will need holding rooms. In cases where we have more than 10 schools, a schedule may be provided for that competition by the Director.

Everyone should be seated when the competition begins. The captain will sit on the left-hand side of the table facing the moderator. After round one the captain of each team will introduce him/herself, the alternate and the team's teacher/adviser. It is recommended that students say something about themselves and their future goals. They are also encouraged to speak about why they are participating in this competition.

### THE AUDIENCE/PROHIBITED CONDUCT

The teachers and the audience will sit together in a specified area of the competition room and distance themselves from the team to avoid any distractions. There will be **absolutely no signaling** from the audience to any of the participating students. This restriction includes everyone. **Participants will not be facing the audience.**

Observers are welcome; however, once a round has begun, no one may enter or leave the room, except when it is truly necessary. The audience must remain quiet and there should be no talking or clapping until the round is over. The members of each team must remain in their seats until the last round of competition has been completed. They will only be excused if there is an emergency.

No communication or gestures from any team member, members of the audience or teachers will be tolerated during the competition. Teachers/advisers should not be giving any team member signals. Signals are very distracting to everyone. In case of a complaint or an incident, decisions will be made by the Director with advice from the coordinator and judges concerning inappropriate behavior. The problem will be resolved during the competition.

If anyone in the audience shouts/signals an answer, the question will not be used and the moderator will give a warning and proceed to the next question. If players confer or signal to another teammate, the other team or an audience member while the question is being read, the offending team loses the opportunity to answer that question. The same question will then be offered to the other team. Continually disruptive behavior may result, after one warning has been given, in an immediate ejection from the competition and removal from the competition room. It is strictly forbidden for anyone to write down questions or answers, or to use any electronic recording or transmitting device, including digital cameras, cell phones or computers during the session. If this occurs, the individual(s) will be disqualified and asked to leave the competition room.

\*The only writing allowed during the competition will be on the scoring sheets which will be provided for teachers who may want to keep score.

**No one except the assigned moderator is allowed to speak to any team member or be on the stage. Only staff will be allowed on stage until the program is over and the winners have been announced.**

### **MISCONDUCT DURING THE COMPETITION**

Misconduct at any time during the competition will be reported to the Consumer Bowl Director and may result in a warning or disqualification of that participant.

#### **On the first offense:**

The Director or moderator/coordinator will warn any participant who disrupts a round or verbally attacks a moderator, judge or any member of the staff. If a second violation or disruption occurs, as determined by the competition Director, moderator or coordinator, the participant will be ejected from the remainder of that session and removed from the competition room.

### **ACCUSATIONS OF CHEATING**

If an accusation of cheating is made against a team member or a team, the person making the accusation must lodge the complaint with the Director/coordinator **immediately**. The competition will be stopped and the accusation will be addressed **immediately**. Only when there is **substantial** proof of cheating will the team or a team member be disqualified. Teachers or advisers will be included during the discussion of such a complaint. Every effort will be made to resolve the problem as swiftly and clearly as possible without putting any student in a bad situation or damaging the team spirit of the competition. Discussions should not take place in front of the students or audience.

**Once a decision has been made, it will be final with the approval of the Director of the Consumer Bowl.**

Any complaints should be made right after any discrepancy. The decision made by the coordinator and judges, after conferring with the teachers, will stand and the competition will continue. The Director's decision will be final.

## GENERAL INFORMATION

The rules for each round will be explained at the beginning of the competition. The moderator will explain the rules to the competitors. The moderator will announce the type of question before reading it. Questions can be either multiple choice or open-ended. The moderator will determine if an answer given by a student is correct or incorrect.

**A team member must wait until the moderator calls his/her name before giving an answer.**

During the competition in rounds two and three, if a team member is told more than two times to wait before being called on, it may be recommended that he/she be replaced with an alternate for that round.

When a player has been recognized, he/she must begin to provide the answer within five or 10 seconds. In rounds two (bonus) and three, if the answer is incorrect, the moderator will ask the team that buzzed in second for the answer. Round one has questions that only an **individual team member** may answer. If the answer is given after the time has expired, the answer does not count. Team members must try to avoid giving the answer before buzzing in during rounds two (bonus) and three. Another team member may have buzzed in first. The team answering without being called upon may have already given the correct answer, which will not be counted. The team that buzzed in first will be given a chance to provide the answer.

Players will be given 10 seconds to answer the question during the first and second rounds, after the moderator completes the question. **Remember:** conferring between members of a team is not allowed during the first round. If conferring during the first round occurs while answering a question, the team member will be disqualified from answering that question. (Please remember that the five-second rule is applied **only during the entire lightning or “third” round.**)

**The answer to a team question in round two must come from the team’s captain.** Moderators should ignore an answer from anyone but the captain of the team during round two. On any question, the first answer given after buzzing in first is the only one that counts. Once a question has been read in its entirety, the question will not be posed again.

If a student provides the right letter identifying the correct answer on a multiple-choice question during the bonus questions in round two, the answer will be accepted if the question was completely read. If a team member buzzes in before a question has been completely read and the team member provides the correct letter identifying the correct answer, he/she must also provide the actual answer to the question, not just the letter. The decision to require that an answer to a multiple-choice question be exact (if the question has not been completed) has been a controversial one, but experience has shown that it is the best way to avoid complicated disputes during matches. However, if a participant gives both the letter and the answer to a multiple-choice question, **the verbal answer must be correct even if the letter is incorrect.** This is also true in the lightning round when only the correct answer is required. Again, if the team member allows the question to be read in its entirety, the team member may just give the correct letter as the answer to the question.

On open-ended questions, if the answer given differs or is paraphrased differently from the official answer in the judge’s book, the moderator will use his or her judgment to make a ruling. The moderator should confer with the judges and referee if necessary.

A bonus question during both rounds two and three (the lightning round) may be answered by any of the team members of all the teams that are actively competing. A team will only have one

opportunity to answer a bonus/lightning question. Any team member may press his/her buzzer to signal that he/she knows the answer to a bonus/lightning question. If a player on either team thinks he/she knows the answer to a bonus/lightning question before the question has been completed, he/she may buzz in to answer the question. If this should occur, the moderator must immediately stop reading the question. If the answer is correct, the team earns the points. If the team answers incorrectly, they lose 10 points. The other teams may have the opportunity to answer that question at that point.

If another team also buzzed in before the question was completed, the moderator will not complete the question and will ask them for an answer. If they also answer incorrectly, they lose 10 points and the question will not be asked again. A question **will not be asked more than two times** in rounds two or three. If only one team buzzed in before the question was completed and that team answers that question incorrectly, the moderator will complete the question for the other team. The first team member on that team to buzz in at that point will get the opportunity to answer the question.

### **RESOLVING COMPETITION DISCREPANCIES**

Every attempt should be made to correct procedural discrepancies (discrepancies concerning the implementation of the Bowl's rules and procedures) quickly and fairly during the competition itself. The Consumer Bowl Director or coordinator will closely observe the competition and ensure that the proper procedures are being followed by players and spectators. Challenges made by any teachers or team members have to be made to the Director/coordinator immediately when the action is observed.

### **CHALLENGES REGARDING QUESTIONS**

Questions/answers for the competition will be provided by the Division of Consumer Affairs. The majority of the questions will be from information drawn from the Consumer Fraud Act and topics related to young adults. The rest of the questions will be selected from different topics covered by the Division of Consumer Affairs' website only. **Any answers given that were taken from literature other than the Division's might result in an incorrect response.**

**A study guide will be provided for each of the competitions (county, regional and final).** The decision of the Director, with the consent of the referee, judges, moderator, coordinator and the CALA Director, is final on all challenges. After a competition has been completed, there will be **no protests of the results.** The outcome of any review and important changes should be announced before the start of the next round.

If a team's answer is judged incorrect, and they wish to challenge the ruling before the second team that buzzed in is given the opportunity to answer the question, the first team should challenge the ruling **immediately.** It will be the decision of the referee and judges to make a follow-up ruling. If a question or challenge arises during a round, the competition and the clock will be stopped until the question has been resolved. If anyone wishes to protest the scoring of a question, the protest must be lodged and resolved before the reading of the next question. Once the question has been resolved, the round will continue from that point. The only answer to each question is the official answer in the judge's book; therefore, the first response given is the one that counts. Answers and interpretations of questions will be the sole responsibility and final decision of the Consumer Bowl Director, the coordinator and the referee if needed.

## RULES FOR THE COMPETITION

### FIRST ROUND RULES

#### *Individual Questions*

In the first round of the competition, each student is asked a question. The question format is multiple choice or open-ended. An example of an open-ended question is: "Name one of the primary colors." The individual could answer with red, yellow or blue.

Each question will be read only once. Each student will have 10 seconds to answer the question. All questions answered correctly will be worth five points. When an individual does **not** answer a question within the time frame or answers incorrectly, the correct answer will be stated. No points are earned and no penalties assessed. Individual questions will rotate from team to team.

Since each question is for an individual on the team only, let the moderator complete the question. Please remember that during the first round, questions are for one team member at a time. No help may be given by other team members. If any discussion is observed, the question will be forfeited. Be sure to let the moderator complete each question before answering. **There will be no penalties imposed during round one.**

## SECOND ROUND RULES

*(This round includes team questions and three bonus questions for all of the team.)*

The question format will be either multiple choice or open-ended. The questions will be read only once. Team members may confer before buzzing in, but **only the team captain may answer the question**. If a team member buzzes in and then confers with other team members, that team will be disqualified and the question will be canceled. If a team question is answered incorrectly, **the correct answer will be given and no other team will be asked that specific question**. The question will not count and the team will not earn the points. This round consists of three questions for each team and questions will rotate from team to team.

## Bonus Questions

The second round also contains three bonus questions. All students are permitted to buzz in to answer the bonus questions.

The question format may be multiple choice or open-ended. The first member of a team to buzz in has the opportunity to answer. The question must be answered in 10 seconds. **Bonus questions are worth 10 points.**

Additional clarification for bonus questions:

Only one individual from each team may answer the bonus question. If a student answers incorrectly, the timer will be reset and the first person to buzz in from the remaining teams will have the opportunity to answer the same question.

**1.** If a team member should buzz in **before** the question has been completed and **answers correctly**, he/she will **earn 10 points**.

If the team member answers incorrectly, he or she will be penalized 10 points. The buzzer and clock will be reset and the question will be completed, once a member from the remaining teams has the opportunity to answer the question.

**2.** If a team member should buzz in before the moderator has completed a multiple-choice question and through a process of elimination decides the answer is not “A” or “B,” but the “C” choice, if that student cannot give the exact information or paraphrase the information in that choice, he/she will be judged not to have answered the question correctly and will be penalized 10 points, but only if one team member should buzz in **before the moderator has completed the question**. The buzzer and clock will be reset and the question will be completed. One member from one of the remaining teams will have the opportunity to answer the question.

## THIRD ROUND RULES

### Lightning Round

The last round in this competition is the Lightning Round. This round follows the same format as the **bonus questions** in round two. Questions will be multiple choice or open-ended and the first person to buzz in will have the opportunity to answer the question. However, in this round there will be a **five-second rule** instead of a 10-second rule, so there really is little time for students to confer. Correct answers will earn each team **10 points**.

1. Only one individual from each team may answer the question. If a student from Team “A” answers incorrectly, the clock will be reset and one member from the other teams will have the chance to buzz in and answer the question.
2. If a team member should buzz in before the question has been completed and answers incorrectly, that team will be **penalized 10 points**. The buzzer and clock will be reset so the remaining teams can have a chance to answer the question. **Please note:** If another team member should buzz in at the same time but before the question has been completed (the lights in the front of him/her will blink), he/she will be given the opportunity to answer if the first team to buzz in answers incorrectly.

Since **both** teams buzzed in early, the full question will not be completed. The complete answer will be the only one accepted. You cannot provide just the letter (A, B, C or D) without stating the full, correct answer.

3. If the student buzzes in after the question has been completed and answers incorrectly, the team that includes the student providing the incorrect answer will not be penalized. If no one answers the question correctly, after two tries, the correct answer will be stated. There will be 20 questions during this round. If there is a tie score at the end of the Lightning Round, the schools involved in the tie will be asked a series of five tie-breaking questions until the tie is broken.

## TIEBREAKERS

At the end of the competition, the team with the most points wins. If at the end of the competition there is a tie, five questions will be given to break the tie. If there is still no winner after the five questions, **one sudden-death question** will be given. The team that answers that question correctly will be declared the winner.