

The Game Explained

What is a Quiz Tournament Like?

1. Maximum five people to a team (four starters and one sub) 1 person is team-captain, and another is designated to be co-captain in the event the team captain leaves the quiz (error or quiz out).
2. You can enter more than one team, usually at different levels if that choice is available. You can operate teams with as few as three persons/team depending on how many quizzers you have on any particular day.
3. The captains and co-captain have special responsibilities (appeals, challenging, timeouts, etc.) and usually is the person with the best combination of knowledge and experience.
4. A quiz consists of 20 questions
5. At most an individual can answer four questions correctly (quiz out) and 3 incorrectly (error out) per quiz
6. When a quizzer leaves the quiz due to error out or quiz out, the substitute if there is one, enters the quiz. The coach can also make substitutions during timeouts (two maximum between questions 1-18)
7. There are usually two officials, a quiz master and their assistant. Between them they keep the time, score, manage the jump seats, ask the questions, rule on the answers and any appeals and challenges. The quizmaster controls the quiz and has final say on all judgements.

The Quiz Protocol...

1. Magic word is "Question" - no talking until ruling made by the quizmaster (talking in this period is a foul)
2. 5 seconds after the completion of the question to jump
3. You may jump, *and should* jump prior to the end of the question, finishing the question and giving the answer
4. First person to jump, the light at the control box comes on and locks out the other quizzer lights.
5. Jumping style—adapt to your body size and the chairs. You cannot touch the chair with hands or feet. You cannot touch the ground with hands.
6. The first one up answers after being recognized by the quizmaster (if you answer without recognition it is a foul)
7. Fouls: the second foul is a 10 point deduction, the third foul and you are out of the quiz. Other common fouls are talking when you are not supposed to, not jumping correctly, or jumping after the word "question" and before the first word of the question.
8. Once recognized by the quizmaster you have 30 seconds to complete your answer.
9. If you answer correctly, you are awarded 20 points. All the information in both the answer and question must be provided, and no incorrect information can be added.
10. Bonus questions, worth 10 points are offered to the other team when an answer is incorrect—given to the person opposite the quizzer that missed the question.
11. Questions are read only once (no repeats or request of a repeat is allowed)
12. If some kind of interference occurs during the reading of the question, making it difficult to hear, it is the team captain's responsibility to appeal the question to the quiz master based on the interference that occurred.

13. Rulings by quizmaster—what quick ruling means, when quizmasters us it, and other facts about quick ruling.
14. Sitting down to signal the completion of your answer
15. Four questions correct is a quiz out, the best you can do, you are done for the rest of that 20-question set.
16. Three questions wrong is an error out, you are done for the rest of that 20-question set

Scoring

- 20 points for a correct toss-up question
- 10 bonus points for a correct bonus question
- 10 bonus points for 4 right without an error
- 10 bonus points team bonus for 3rd, 4th, and 5th person on team to get toss-up question
- 10 points deducted for 3rd personal error
- 10 points deducted for 5th team error and beyond
- 10 points deducted for error starting on 16th-20th question
- 10 points deducted for second team and second individual fouls