

2016
AABP Quiz Bowl
Guidelines
September 16, 2016
Charlotte, North Carolina

Competition this year will consist of head-to-head competition with as many as four teams competing in each match. Teams are assigned to the bracket using a random number generator applied to the alphabetical listing of the teams on the web-site. One team from each match will advance. All matches will be held in the exhibit hall. Matches are time-limited and a new match starts every ½ hour until the Championship Match at 12:30 pm. Teams will consist of three (minimum) or four (maximum) students. Please note: Students must be current AABP members. The team captain sits nearest the moderator. Each round will consist of 48 questions (32 Regular questions, eight All Play questions and eight Bonus questions) and additional tie-breaker questions as needed. The Quiz Bowl equipment will record the 1st and 2nd respondents to each question.

The “Regular” question sequence will consist of four individual questions (worth 10 points each) for team player positions 1 thru 4. If a team only has three players, question rotation will be as follows set 1: players 1, 2, 3 and 1, set 2: players 1, 2, 3 and 2, set 3: player 1, 2, 3 and 3, set 4 will be same as set 1 and so forth.

When a “Regular” question is read, there will be 5 seconds to buzz in and answer after the question has been completed. The first contestant to trigger the system must answer the question within 5 seconds. If a team member triggers the system while the question is being read, the moderator will stop reading immediately and expect an answer in 5 seconds. If that answer is incorrect, the moderator will re-read the question (unless a second team has already buzzed in) and remaining teams have an opportunity to buzz in to answer. Consultation with team members is not allowed for “Regular” questions.

An incorrect answer for each individual question results in a **5 point deduction**. If a question is answered incorrectly, only the team buzzing in second will have an opportunity to provide the correct answer for 10 points. If they choose to answer and it is incorrect, then they will lose 5 points also. "Regular" questions are not eligible for partial credit, if not entirely correct it will be considered wrong and 5 points deducted.

The fifth question in the sequence will be an "All-Play" and open to all team members of all teams. The team answering the "All-Play" question correctly earns 10 points and the opportunity to answer a bonus question. If the "All-Play" question is not answered correctly, 5 points will be deducted and only the team buzzing in second will have the opportunity to answer. If the second team answers correctly, they will be awarded 10 points and the opportunity to answer the bonus question. If both teams answer the "All-Play" question incorrectly, the bonus question is skipped. "All-Play" questions are not eligible for partial credit, if not entirely correct it will be considered wrong and 5 points deducted.

When an "All-Play" question is read, there will be 5 seconds to answer. The first contestant to trigger the system must answer the question within 5 seconds. If a team member triggers the system while the question is being read, the moderator will stop reading immediately and expect an answer in 5 seconds. If that answer is incorrect, the moderator will re-read the question (unless a second team has already buzzed in) and remaining teams have an opportunity to buzz in to answer. Consultation with team members is not allowed.

For a bonus question, team members may confer and have 10 seconds to decide on and to begin their answer. The answer will be given by the team captain. There is no deduction for an incorrect answer for the bonus question. Partial points may be awarded for the bonus questions.

The team with the highest point total at the end of the round will be declared the winner. If teams are tied after the round, 5 additional questions will be used (no bonus questions). If teams remain tied after these 5 questions, additional groups of 5 questions will be used until a winner is determined.

Where there is a question on the interpretation of an answer, the moderator may solicit assistance from officials in the audience. In all cases, the decision of the moderator is final.

Team Holding Area: All teams not actively competing will be required to remain in the holding area. Teams advancing to the semi-finals will again be isolated until the semi-final round is complete. Teams will be escorted to the exhibit hall for their respective matches by AABP volunteers.

A NOTE TO STUDENT PARTICIPANTS: In an effort to promote consistency of the match play, usage of phones/communication devices to communicate answers or specifics about questions is not allowed. Participants are expect to adhere to the honor code and the spirit of the competition. Outside communication is grounds for disqualification.