

WHAT TO PACK

While we don't have a large group, it still works best if you pack as light as possible.

- 1 nice outfit for competition
 - In recent years our team has mostly worn ties. It doesn't need to be this nice, but it should be at least as good as your school uniform.
 - All our preliminary matches are the same day (Saturday). If we make playoffs, no one will care if you wear the same outfit again.
- Travel and sightseeing clothes
 - We will be traveling 2 days down and 2 days back
 - We will be in central Florida 4 nights (3 days)
 - We will be going to church (probably on the way to see NASA), so don't be a slob. You don't need to dress up for that, though.
- Phone, charger, power pack, headphones, etc.
- Toiletries, medication, and personal items
- Anything else you can't live without

BASIC TRAVEL SCHEDULE

Hopefully we will run ahead of schedule on the travel days, but this is a tentative idea.

The stops are mostly about 2 hours apart.

- **Thursday, June 14**
 - Algona, Iowa to Manchester, Tennessee
 - Leave Garrigan 6:30am
 - Breaks around Cedar Falls and Davenport, Iowa
 - Lunch around Bloomington—Normal, Illinois
 - Breaks around Effingham, Illinois and Paducah, Kentucky
 - Dinner around Nashville, Tennessee
 - Arrive Manchester appx 8:30pm
- **Friday, June 15**
 - Manchester, Tennessee to Kissimmee, Florida
 - Leave Manchester appx. 7:15am Central Time
 - Breaks around Ringgold, Georgia
 - Lunch around Locust Grove, Georgia (south Atlanta area)
 - Breaks around Tifton, Georgia and Gainesville, Florida
 - Arrive Kissimmee appx. 7:30pm Eastern Time
 - Dinner in Kissimmee
- **Saturday, June 16**
 - COMPETITION DAY
 - 9:00am = Hoptacong (Salon 3)
 - 10:00am = Lamar (Salon 3)
 - 11:00am = Athens Christian (Salon 1)
 - 12:00pm = Cotter (Salon 2)
 - 4:00pm = Columbiana (Salon 3)
 - 5:00pm = White Plains (Salon 2)
 - Possible mass
 - Basilica of Our Lady, Queen of the Universe (15 minutes from our hotel) has mass Saturday at 6:00pm
 - We will probably have our team meal Saturday night.
- **Sunday, June 17**
 - PLAYOFFS (if we make it)
 - Possible Mass (if we don't do it Saturday)
 - Corpus Christi (10 minutes from our hotel) has mass at 8:30 & 10:30 (and 5:30pm)
 - Basilica of Our Lady, Queen of the Universe (15 minutes from our hotel) has mass at 9:30 & 11:30 (and 6:00pm)
 - Holy Redeemer (½ hour from our hotel) has mass at 9:00 & 11:00
 - Sightseeing – probably NASA Kennedy Space Center
 - If we don't have it Saturday, we will have the team meal Sunday night.

- **Monday, June 18**
 - Sightseeing – probably Universal Studios Florida
- **Tuesday, June 19**
 - Kissimmee Florida to Paducah, Kentucky
 - Leave Kissimmee 7:30am Eastern Time
 - Breaks around Gainesville, Florida and Valdosta, Georgia
 - Lunch around Cordele, Georgia
 - Breaks around Atlanta, Georgia and Chattanooga, Tennessee
 - Dinner around Nashville, Tennessee
 - Arrive Paducah 8:30pm Central Time
- **Wednesday, June 20**
 - Leave Paducah 7:30am
 - Breaks around Mt. Vernon, Illinois and Springfield, Illinois
 - We may be dropping off Trevor on the way north.
 - Lunch around Peoria, Illinois
 - Breaks around Galesburg, Illinois and Cedar Rapids, Iowa
 - Dinner or break in Clear Lake, Iowa
 - Arrive Garrigan

MONEY

- Attraction Admissions (**slight** discounts may be available, but figure no more than \$5 - \$10 less than what is listed below)
 - Universal Studios Florida = \$115 for 1-day, 1-park pass
 - Adding “Islands of Adventure” increases the price to \$170
 - NASA Kennedy Space Center = \$50
- Food
 - 7 lunches (1 day may be snacking at Universal)
 - 5 – 6 dinners (1 team meal will be included)
 - 4 breakfasts (breakfast is **not** included at the hotel in Florida)
- Snacks, souvenirs, and incidental expenses

ADDITIONAL INFORMATION

- This is a smaller competition than most national tournaments we’ve been to (probably because it’s the first time they’ve done a site in Orlando). There are actually just 18 high school varsity teams (and a similar number of JV and middle school teams). They’re only using three centers for the whole tournament.
- There’s never a set number of teams that make playoffs, but assume you’ll need to be in the top half.
- We play a pretty wide mix of teams—both small towns and suburban schools. Everyone (including us) has won regional tournaments. While the teams come from all over the country, we should be able to beat many of them. Don’t be intimidated.
- For those who have been there before, we have 1 game with Chip Beall reading (Salon 1), 2 games with Ernie Anderson reading (Salon 2). The reader in Salon 3 is a coach who was at White Plains, New York for 25+ years. (It’s the sort of job I wouldn’t mind having myself after I retire.)
- Listen carefully for what the questions ask. Make sure you know whether it wants “this author” or “this book”.
- A lot of questions at nationals sound harder than they are. Try to think of logical answers, and try not to leave things unanswered.
- Ben will be the captain. The seniors will be our starters in the first game. Everyone will play often. At nationals you can substitute between rounds of the game.
- We will be taking 2 vehicles (a suburban and the Traverse) traveling down and back. Tommy’s mom, Ben’s dad, and Mr. Burrow will trade off driving. In the Orlando area itself we will all cram into one vehicle.

QUIRKS OF THE RULES AT NATIONALS

Know the rules, some of which are different than at most tournaments.

- There's four rounds: toss-up, bonus, sixty-second (lightning), and "stump the experts" (20-point toss-ups).
- The captain must give bonus. You may not designate another person to answer.
- Cell phones should be off and hidden during the game.
- Any protests must be lodged before the next quarter begins (so if there's a problem with the lightning round, question it before the stump the experts round starts).
- The bonus questions have three parts, worth 5, 10, and 15 points.
- If a team misses a bonus question, the other team has the right to answer that part only. (If you miss the first part, the other parts are never asked.)
- There are four lightning round categories. One of these is often "the mystery category". There are only two teams playing at a time, and the last place team chooses first.
- Time starts on the lightning round when they begin reading the question.
- If you pass, you can't go back. A pass is a wrong answer.
- "Steals" in the lightning round aren't really timed. They read the whole question, and then you have to respond to it.
- There is a 20-point bonus if you get all 10 questions correct.
- The second team can only answer questions that have already been read. If the first team didn't get to it, the second team can't "steal" it.
- If the game is tied at the end, there's sudden-death toss-up questions until someone wins.
- A typical game has 10 questions in the toss-up round, up to 8 toss-ups with 4 bonuses in the bonus round (which ends after the last bonus is finished), and 12 toss-ups in the stump the experts round.
- If we make play-offs, there are some changes. The rounds are longer (14 toss-ups, 9/5 bonuses, and 18 stump the experts), and the values of the toss-ups vary (5 or 10 points in the toss-up round and 15 or 20 in stump the experts).

CONTACT INFORMATION

- Mr. Burrow's cell phone = 515-341-3763
- Sleep Inn, Manchester, Tennessee = 931-954-0580
- Ramada Kissimmee Gateway = 407-396-4400
- Quality Suites, Paducah, Kentucky = 270-442-2080
- National Academic Championships = 801-699-3424