

September 27, 2020

Thank you for entering our “virtual” quiz bowl tournament for 2020. I think the plans are complete, and it should be a good competition for everybody.

Right now 19 teams are scheduled to compete. If any school would like to enter an additional team (which would compete on the 10th), you are welcome to—first come, first served. There are four byes currently listed on the schedule, and the new team would take those spaces.

The schedule is enclosed as two documents, one for the pool on the 10th and one for the pool on the 17th. Schools with more than one team were divided so one team competes on each date. This keeps other schools from having to play your school twice.

Here are answers to questions you are likely to have.

Logistics of the Tournament

- The tournament will be held via Google Meet, using three “virtual” competition rooms. Google Meet is included in the standard G-Suite that includes Google Docs and Google Classroom, so most schools have it installed on their computers. Chromebooks and Android phones also have it installed by default. On Thursday or Friday before the tournament you will be sent links to access the rooms.
- At present we are planning to staff the rooms with in-house readers and judges. If we need assistance from coaches, we will let you know before the day of competition.
- It will work best if each student is on his/her own device (computer, phone, or tablet). The students may compete together in one location (like your classroom) or individually from home. Obviously their devices will need to be charged or plugged in and have internet access. They should also make sure their microphones and cameras are turned on and that the camera provides a reasonable view.
- About five minutes before the scheduled time, each student (and the coach) should go to the link to access the appropriate room. The process is similar to joining a Zoom meeting.
- Note that teams are scheduled to play throughout the day. Games will not necessarily be back to back. Different questions will be used in each time period, so your team’s “Round 2” questions may be different than another team’s questions for the same round. This is strictly luck of the draw.
- Students may watch games they are not competing in if they want (which is why different questions are used in different rounds), but they should turn off their cameras and mute their microphones if they are not currently playing. Any alternates should also be invisible and muted. Once a game has started, we will not grant further access to the room until the end of that game.
- Players are expected to be ethical in competition. This is obviously harder to enforce in an online environment, but it is expected that students will answer the questions as they would if the tournament were live—no googling, no extraneous discussion, etc.
- The coaches will be e-mailed following the last preliminary game on the 17th of the teams that advanced to playoffs. Make sure to check your e-mail Saturday afternoon if you are likely to advance.

Structure and Rules of the Tournament

- In general the tournament will follow the rules we traditionally use at the Bishop Garrigan tournament, which are posted at <https://bggoldenbears.org/qb/>. A few modifications are made due to the online format.
- Teams were divided into two pools. Ten teams will compete on the 10th, and the other ten teams will compete on the 17th.
- All teams will play four games. All games will feature two teams, unless there are byes. In the event of a bye, the team will answer questions from the reader by themselves, and a score will be kept. For the purpose of advancing to playoffs, teams with a bye may count up to 150% of the highest number of points they scored in any other game.

- After all teams have competed, the top four teams overall (based on record and total points scored) will advance to the semi-finals, which will be held on the afternoon of the 17th. Medals for first through fourth place will be awarded, and will be mailed to your school following the tournament. If a team that competes on the 10th is unable to return on the 17th, that team will forfeit their playoff game and receive the fourth place awards.
- Teams may have any number of players, but only four or fewer may compete in any one game. Substitutions may be made between games. If schools have multiple teams, once players have been assigned to one team, they must stay with that team (e.g.: you can't sub a better player for playoffs).

Game Play

TOSS-UP ROUND

- Each game will start with twenty-five toss-up questions that are open to all players.
- To signal that a student wants to answer, he/she should interrupt the reader, saying their school name and name (e.g.: "North Union – Smith" or "Ankeny – Jenny"). The judge will recognize the student, and then he/she should give an answer.
- If a question is answered correctly, the team will score 10 points. If it is wrong the reader will finish any unread part of the question, and the other team has the right to answer it.

BONUS ROUND

- After the toss-up round, there will be seven toss-up/bonus combination questions.
- The toss-ups work as they did in the toss-up round.
- If a team answers the toss-up right, they earn the right to answer a multi-part bonus question, which is worth up to 25 points.
- The reader will read one part of the bonus at a time. After each part the team will have a brief time (not formally times, but appx. 7 – 8 seconds) to confer before giving the answer. Teams may confer vocally or using the chat feature in Google Meet.
- After conferring, the captain should say the word "Answer" and then give the answer (like "Answer: George Washington"). Including the word "Answer" is important so the reader knows what the final answer is.
- In most cases each part of a bonus is worth 5 points. Exceptions are stated in the questions.
- There is no "stealing" of bonus answers by the other team.

LIGHTNING ROUND

- The reader will read the titles of the three lightning rounds for the game. Then the teams should choose which category they prefer. The team in last place will choose first.
- Because of the virtual format, teams will have 70 seconds (instead of the traditional 60) to answer up to ten questions in the category.
- Teams may confer (orally or via the chat feature). When a final answer is reached, the captain should say the word "Answer" and then give the answer, as in the bonus round.
- The team must give an answer or pass before the reader will go on to the next question. If time remains, the reader will go back to any passed questions.
- There is no "stealing" of lightning round answers by the other team.

TIES

- As in our regular tournament format, any ties in preliminary games will be considered a win for both teams.
- In the playoffs there will be a series of three toss-ups (the last of which is a forced choice), with the first team answering a question correctly being the winner.

Two years' worth of old questions are available on our website at <https://bgoldenbears.org/qb>, so you can get an idea of the type of questions that will be asked. Again, the complete rules (minus the modifications for the online format) are also posted there.

Hopefully that answers most of the questions you may have. If you do have further questions or concerns, please e-mail me at burrowd@bishopgarrigan.org. Please do remind your students that this is something new for all of us. There are likely to be issues here and there, but we'll try to do the best we can.

Thanks again for entering. I look forward to seeing you "virtually".

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