Brief Rule Summary

See official rules for complete interpretation.

TOSS-UP QUESTIONS

- Each question is worth 10 points (no penalties for wrong answers).
- Electronic signals will generally be used. If these malfunction, students should "slap" to indicate they want to answer.
- If signal interrupts a question, reader should stop.
- If answer is wrong, reader should complete answer for other teams.

BONUS ROUND

- First, read a toss-up question, like above.
- If a player gets a toss-up right, his/her team earns the right to answer the corresponding bonus.
- The reader should read each part of the question, one part at a time.
- After each part is read, team members may confer for 5 seconds. (If the question requires a list of 3 or more answers, the conference time is 15 seconds.)
- When time is up, the reader will call time, and the captain (or designee) should immediately answer that part.
- Scoring will be given in the question, but is generally 5 points per part.
- If the toss-up is not answered correctly, the corresponding bonus is skipped.

TIME SIGNAL

- In the preliminary rounds, bells will sound to start the toss-up round and to end the bonus round.
- If the end bell sounds during a toss-up question, throw the question out.
- If the end bell sounds during a bonus question, complete the entire question.
- After the end bell, move on to the lightning round.

LIGHTNING ROUND

- Teams choose categories in reverse order of places (2^{nd} place, then 1^{st})
- There will always be one more category than the number of teams.
- The reader reads the introduction and sample question. **Then** time starts.
- Teams have 60 seconds to answer up to 10 questions.
- Readers should read quickly, but accurately.
- The team must answer or pass before the reader can go on.
- If time remains after all questions have been read once, the reader should go back to any passed questions.
- Other teams can **not** answer questions missed by the team that chose a category.
- Scoring is 10 points for each correct answer.

TIES

- In preliminary games, ties stand; each team gets a win.
- In play-off games, up to three toss-ups (the last forced-choice) will be asked as a tie-breaker. The first team to answer correctly scores 10 points and wins.

FINALISTS

- 8 teams advance to play-offs.
- Advancement is determined primarily by the winning record (1 point for a win; 0 points for a loss).
- In case of ties, total points scored will break the tie (see official rules for more complex ties).