

Rules: Super Saturday qualifying event

Quest Academic Competition, Washburn University, Topeka, Kansas

I. Team requirements

- A. A team is defined as four members and two alternates.
- B. All members of the team must be currently enrolled at a Kansas high school.

II. Super Saturday qualifying event

The purpose of the Super Saturday qualifying event is to select teams that will advance to the single-elimination televised competition.

III. Contest information

A. Examination

1. Each team is individually administered an oral exam. Teams do not compete directly against one another at the Super Saturday qualifying event.

2. The goal of each team is to accrue the highest number of points by providing the correct answers to as many questions as possible.

3. All teams receive identical examination questions.

4. The play ends when all 60 toss-up questions and earned bonus questions have been asked. There is no set time for completion of the round.

B. Examination procedures

1. The exam consists of three sets of 20 toss-up questions (for a total of 60) and as many bonus questions as can be answered.

2. When the answer to a question is a proper name, the last name will be sufficient unless clarification is requested by the moderator (e.g., Roosevelt: Theodore or Franklin).

3. Multiple choice questions:
a. Students must give the correct words of the answer rather than the letter associated with the question (a, b, c, etc.).

b. The words of the answer need not be exactly the same, but the moderator must hear enough to be certain the answer is correct.

4. The decision to accept or reject an answer is exclusively that of the moderator.

5. A five-minute break is called between the sets of toss-up questions. Activities restricted to this time are:

a. The coach may confer with the team.

b. The coach may substitute an alternate for one of the members.

c. The coach and scorekeeper check points to make sure the count is consistent.

d. Discrepancies in point count must be resolved. The decision rendered by the scorekeeper is final.

C. Toss-up questions

1. Toss-up questions have a value of 10 points each.

2. Procedure of play

a. Players have three seconds to answer a question after the reading of the question is completed, five seconds for computational math questions.

b. The player who raises his hand first earns the right to answer.

c. The player must answer as soon as recognized.

d. If the correct answer is given, the team earns the right to answer a bonus question.

e. No points are awarded if a player answers without being recognized.

f. A player must provide the complete and correct answers to be awarded points. Partial points are not awarded for incomplete answers.

g. No points are awarded if a player confers with another member of the team.

h. No points are awarded if the answer is given after time has been called.

i. The moderator will allow for natural pauses, but will not permit stalling.

D. Bonus questions

1. The point value of bonus questions varies, based on the complexity and degree of difficulty.

2. Procedure of play

a. The answer to a bonus question must be given by the team captain. The team captain can, however, designate another member of the team to give the answer.

b. Teams may confer for five seconds when answering a bonus question.

c. If a bonus question has multiple parts that are to be asked separately, the moderator will allow 5 seconds per part for the team to confer and the team captain (or other designee) to answer.

d. The complete and correct answer must be given to be awarded points. Partial points are not awarded for incomplete answers.

e. No points are awarded if the answer is given after time has been called.

f. The moderator will allow for natural pauses, but will not permit stalling.

E. Protests

1. The coach is the only person who may protest an answer.

2. The coach must inform the moderator and scorekeeper of the protest immediately after the student gives the answer.

3. It is the responsibility of the coach to circle the number of the question on the scoresheet and write the answer given in the margin.

4. The scorekeeper will write at the bottom of the score sheet the point count of the question that is the subject of protest.

5. The moderator will proceed with the examination and ask the bonus question.

6. The coach must consult with the Quest judge in the tabulation room in the Bradbury Thompson Alumni Center. The judge will review the answer and will determine the final points earned.

Continued on back

<p><u>IV. Super Saturday winners</u></p> <p>A. Scores are tabulated and awards are presented to the top teams in 1A through 6A classifications.</p> <p>B. The 16 teams earning the highest scores have the opportunity to advance to the single-elimination contest. These matches are taped at later dates at KTWU TV, Topeka.</p> <p>C. Ties</p> <ol style="list-style-type: none"> 1. In the case of a tie for the 16th place, three sets of toss-up and bonus questions will be randomly picked (prior to the competition). 2. The team that scores the most points on the tie breaking questions, will earn the 16th place title and 	<p>advance to the televised competition.</p> <ol style="list-style-type: none"> 3. In the event of repeated ties, the same procedure will be followed until a winner is determined. <p><u>V. Televised High Q games</u></p> <p>A. Only the students listed on the team registration form at the start of the Super Saturday qualifying event on Dec. 3, 2011 are eligible to compete in the single-elimination contest taped for television. A student who is listed on the registration form, but who may have been absent from the Super Saturday event, is considered an official member of the team and may take part in the game taped for television.</p>	<p>B. Taping dates are announced in advance of the Super Saturday qualifying event.</p> <p>C. Teams may not switch taping dates or testing times on taping dates.</p> <p>D. If a team that ranks in the top 16 drops out for any reason prior to their assigned taping date, the team earning the 17th highest score in the Super Saturday qualifying event will be designated as the replacement. Should the 17th team not be able to participate, the opportunity passes to the 18th team and so forth, until a replacement is designated.</p>
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Duties during the exam of the coach, moderator and scorekeeper

Coach

- Sit behind the team during the exam.
- Do not speak to the team, except at the break.
- Keep a running score of the points earned.
- Compare the point count with the scorekeeper's tally at each break and the end of the round.
- Sign the official score sheet, thus signifying agreement on total point count.
- Only a coach may protest the answer to a question. See rules regarding protests under section III E (see the reverse side).

Moderator

- Enforce all rules in a fair and judicious manner.
- Read the questions and determine the correctness of the answers.
 1. Before reading a question:
 - a. Announce the type of question (toss-up or bonus).
 - b. Indicate the point value and if the question is multiple choice.

2. Spell difficult or foreign words and read chemical formulas by letters.
3. Keep an informal time count for three-second responses to toss-up questions and a five-second count for bonus questions.
4. The decision to accept or reject any answer is exclusively that of the moderator. This decision stands as final.
5. The moderator is responsible for score sheets.
 1. The scoresheet must be signed by the moderator, the scorekeeper and the coach immediately after the exam is completed.
 2. Scoresheets will be picked up at the test site after the 11 a.m. and 12:15 p.m. exams.
 3. At the end of the 1:30 p.m. exam, the moderator is to bring that scoresheet to the tabulation room as soon as possible. (Tabulation room is in the Bradbury Thompson Alumni Center.)

Scorekeeper

- Record the official score.
- Recognize, by name or number, the first student to raise his hand. This student has the exclusive right to answer the question.